

UNOFFICIAL  
&  
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THE LEGEND of

**ZELDA**

HAND-DRAWN  
**GAME GUIDES**



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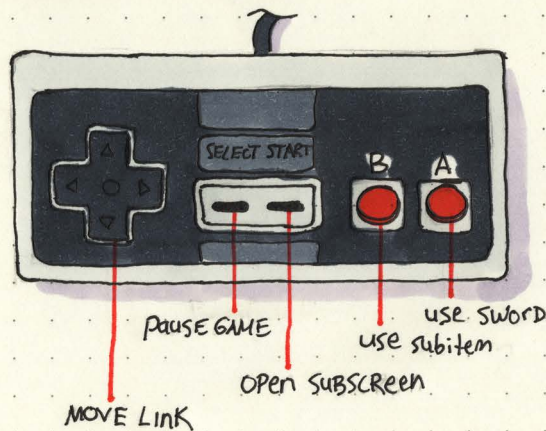
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# HOW TO PLAY



## DEFENDING



By standing still, Link will autoblock projectiles. He'll need a stronger shield for most attacks though!

## WALKING



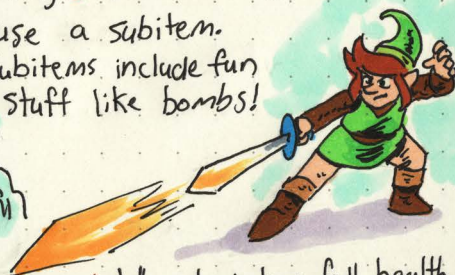
Link can move in 4 directions with the control pad.

## ATTACKING

By pressing "A" Link will swing his sword to attack!

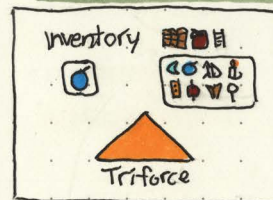
## SUBITEMS

Pressing "B" will allow Link to use a subitem. Subitems include fun stuff like bombs!



When Link has full health his sword shoots a powerful beam!

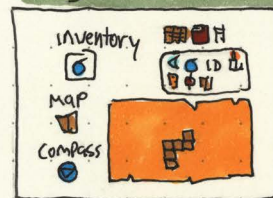
## Overworld Subscreen



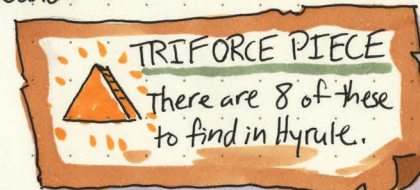
The Subscreen allows Link to view his inventory, equip Subitems, and see how many pieces of the triforce he has found.

These items that can't be selected are auto equipped!

## Dungeon Subscreen



The subscreen changes when Link is inside of a dungeon. It will show Link a map of the dungeon. Seeing as you're reading this, you won't need to use this very much!



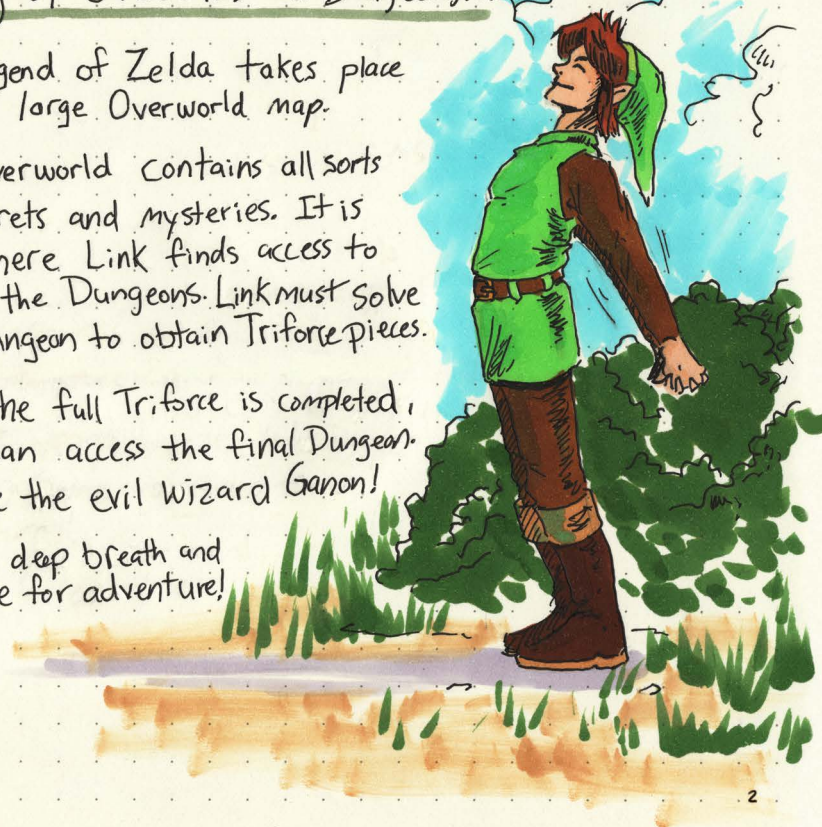
## Speaking of Overworlds and Dungeons...

The Legend of Zelda takes place on one large Overworld map.

The Overworld contains all sorts of secrets and mysteries. It is also where Link finds access to all of the Dungeons. Link must solve each Dungeon to obtain Triforce pieces.

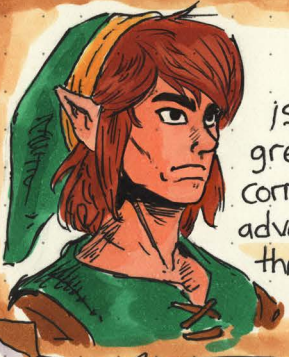
When the full Triforce is completed, Link can access the final Dungeon to face the evil wizard Ganon!

Take a deep breath and prepare for adventure!





# CHARACTERS



## LINK

The hero. It is said that when Hyrule is in grave danger a champion clad in green appears & vanquishes the evil that has corrupted the land. Link is a young inexperienced adventurer, but the blood of past heroes runs through him. As a skilled cartographer, dozens of his own maps have been preserved for historic purposes.

## PRINCESS ZELDA

The Princess of Hyrule and protector of the Triforce of Power and Wisdom. With the Triforce of Power stolen, a desperate Zelda dismantles the Triforce of Wisdom into 8 pieces and has them hidden across Hyrule. In retaliation Ganon imprisons Zelda deep in his lair.



## GANON

A manifestation of recurring evil that has tormented Hyrule for centuries. With the Triforce of Power in his possession, the Prince of Darkness sends his minions to seek out the shattered Triforce. He broods in the cold of his lair located in the far reaches of Death Mountain & patiently awaits his challenger.

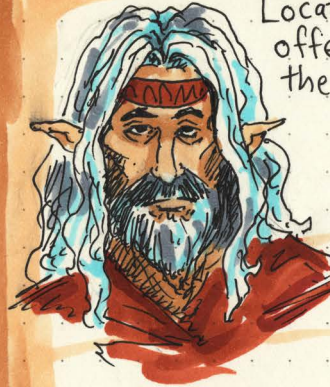
## IMPA

Zelda's most trusted nursemaid & personal friend has been dispatched to seek out Hyrule's hero. Unfortunately Impa is met with much resistance from Ganon's forces and is gravely injured during her quest to find Link.



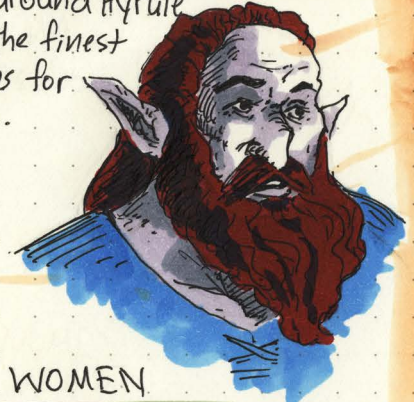
## OLD MEN

Located all throughout Hyrule offering advice, usually in the form of riddles.



## SHOPKEEPERS

Have a variety of shops set up around Hyrule with the finest items for sale.



## OLD WOMEN

Usually specialize in potion making, but may also offer advice... for a price.





# TREASURES OF HYRULE



## BOOMERANG

Throwing a boomerang at an enemy will briefly stun them.



## MAGICAL BOOMERANG

Faster than the standard boomerang and also moves a greater distance.



## BOMB

Crucial to finding secrets! Blow up walls and enemies.



(BOOM)



## BOW

Allows Link to shoot arrows. Does not come with arrows however.



## ARROW

Arrows must be bought to use with the bow. However each arrow costs 1 rupee.



## SILVER ARROW

Essential to defeating Ganon.



## BLUE CANDLE

Lights dark rooms and can be used to burn bushes. Can only be used once per screen.



## RED CANDLE

Functions the same as the Blue Candle but can be used as many times as needed.



(Go ahead & burn stuff)



## BLUE RING

Doubles defense. Enemies only do half damage.



## RED RING

Ups defense even more! Offers maximum protection.



## POWER BRACELET

Grants the wearer superior strength. Able to push boulders.



## WHISTLE

Summons a tornado that warps the user around Hyrule. Can also damage the ears of some enemies.



## RAFT

Sail across lakes and reach uncharted areas.



## STEP LADDER

Can be used to cross broken paths and short streams.





# EVEN MORE TREASURES



**MAGIC ROD**  
Shoot magic at enemies!



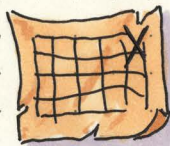
**MAGIC BOOK**  
Paired with the Rod allows the user to cast fire magic.



**KEY**  
Opens locked doors inside dungeons.



**MAGICAL KEY**  
Can be used to open any locked door.



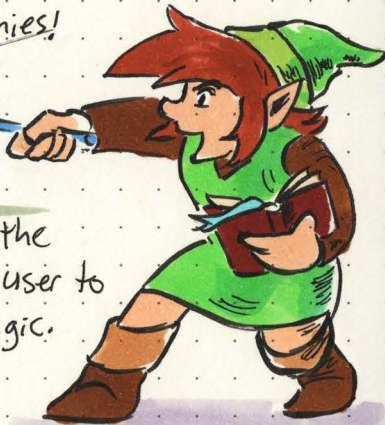
**MAP**  
Shows the entire dungeon layout.



**COMPASS**  
Shows location of the triforce pieces.



**CLOCK**  
Stops time which freezes nearby enemies.



**HEART**  
Replenishes one heart.



**HEART CONTAINER**  
Adds to the total number of hearts increasing max health.



**FAIRY**  
Refills a large amount of health.



**MAGIC SHIELD**  
Can reflect spells, fire, and rocks.



**LIFE POTIONS**  
Both Potions refill all of Link's Health. Red can be used twice!



**FOOD**  
Bait to distract enemies. Someone is hungry for it.



**LETTER**  
Someone could use this....



**RUPEES**  
Money!!



## SWORDS



**WOOD SWORD**



**WHITE SWORD**

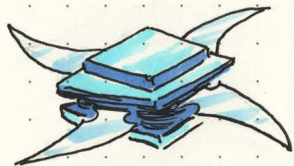


**MAGIC SWORD**





# TRICKS & TRAPS OF A DUNGEON



## Traps

These sharp traps activate when Link steps into their line of sight.



To avoid them, have Link set them off and turn around. Wait for the trap to slowly return to position. It can't activate again until it returns to its original location.

## Stone Statues

These statues are located all over the dungeons, but only some will attack.



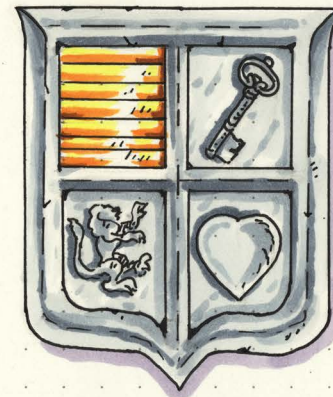
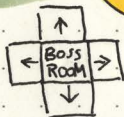
## Push Blocks

Some blocks can be pushed to open secret areas and doors.

## The Breathing of a Boss

When you're near a boss you can hear it breathing. This gives

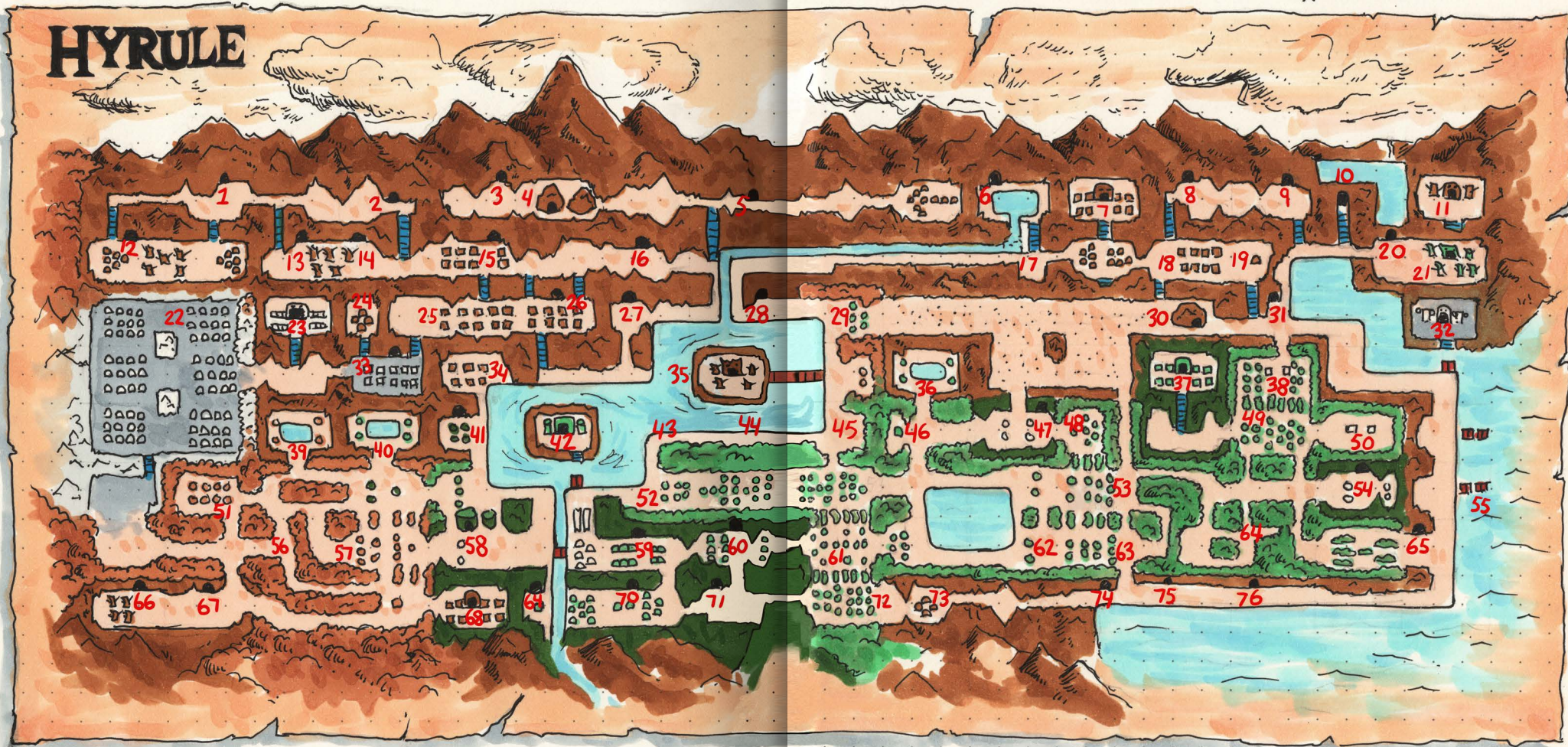
Link a good idea that he is close to a Triforce piece.



THE JOURNEY  
**BEGINS**



# HYRULE



Shops

Shop A - 8, 54, 59	Shop B - 13, 27, 43, 49	Shop C - 26, 41, 47, 65
Shield - 160r	Shield - 90r	Shield - 130r
Key - 100r	Bait - 100r	Bomb - 20r
Candle - 60r	Heart - 10r	Arrow - 80r

Dungeons Heart Containers

1-35  
2-37  
3-68  
4-42  
5-7  
6-23  
7-39  
8-64  
9-4

30, 32, 44, 55, 74

Swords

71 - Wooden  
6 - White  
22 - Magic

Letter - 10

Bracelet - 25

It's a Secret to  
Everybody

10 Rupies - 50, 51, 52, 53  
30 Rupies - 14, 19, 31, 38, 45, 60, 67  
100 Rupies - 11, 56, 63

Fairies - 36, 40

Money Making Games

12, 16, 21, 70, 75

Warp Stones

19, 24, 46, 73

Potion Shops

3, 9, 28, 33, 48, 58, 72

Information

18, 69

Paid Info

17, 66

Door Damage - 20 Rupies

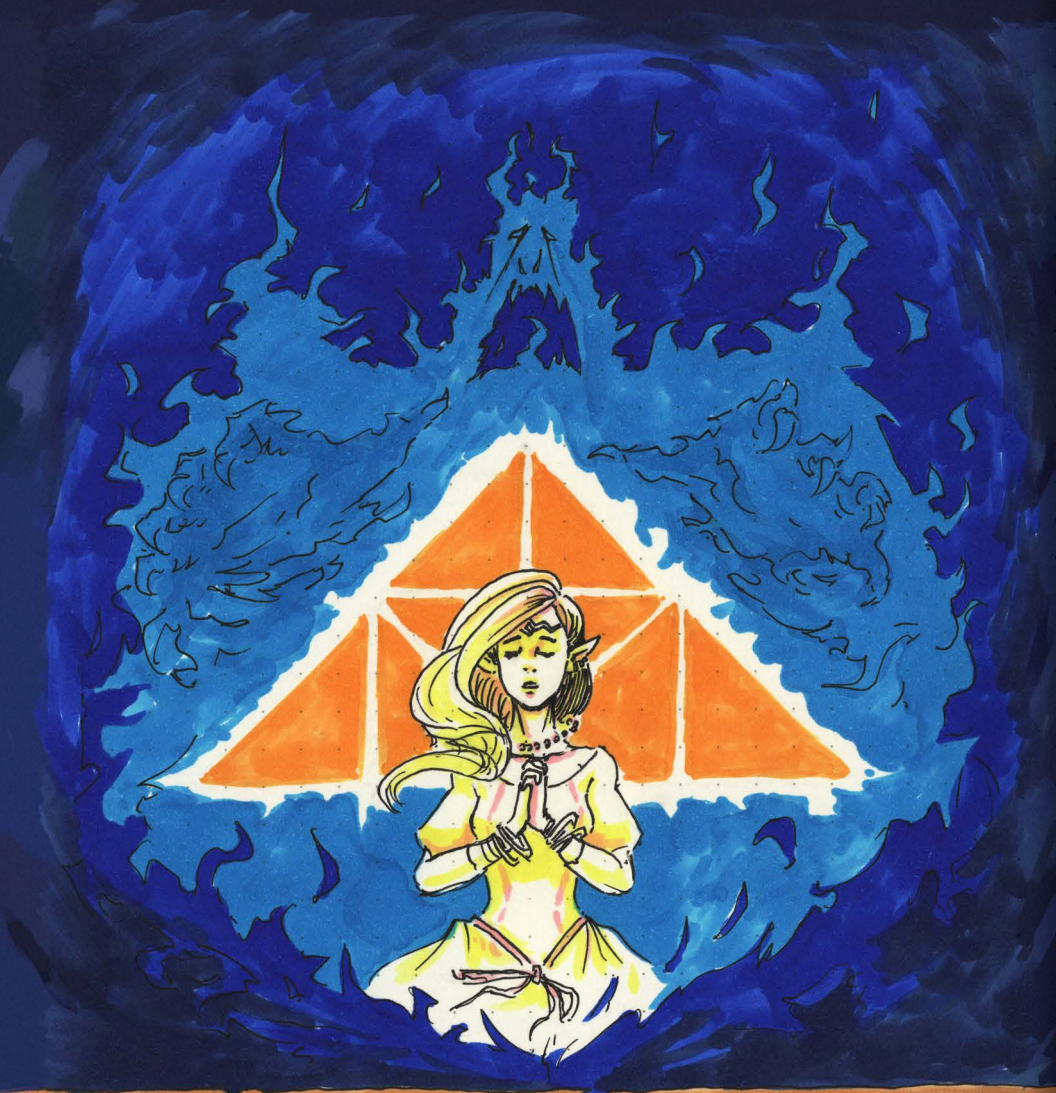
1, 2, 5, 15, 20, 57,  
61, 62, 76

Armos Secret Shop

34

Key - 80r  
Blue Ring - 250r  
Bait - 60r





The Triforce. One of Power and one of Wisdom. Together these two artifacts keep balance not just in the Kingdom of Hyrule, but the rest of the known land. Darkness looms over the realm as evil forces led by the wizard Ganon, now control the Triforce of Power.

Princess Zelda, desperate to stop Ganon's advances, splits the remaining Triforce into 8 pieces and scatters them along the region.



A lone adventurer finds a woman being attacked by creatures of chaos. With nothing but his wits and skill he scares the creatures away. The woman thanks the young man and introduces herself as Impa, assistant to the Princess Zelda. Recognizing he is the hero of legend, Impa informs him of Ganon's plans and Zelda's capture and asks for his help. As if something has awoken inside him, Link accepts the request. The race for the pieces of Triforce to restore balance begins.

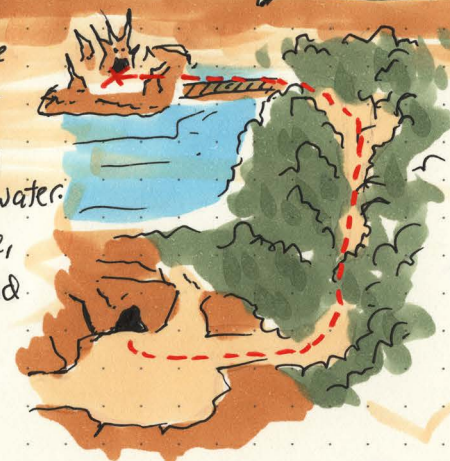




A vulnerable Link sets out on his journey to save Hyrule. Desperate for clues, he wanders into a musty cave, his attention caught by a glimmer of light emanating from inside. He finds the cave occupied by an old hermit. Before Link could utter a word, the old man proffers a wooden sword.  
 15 "It's dangerous to go alone. Take this!"

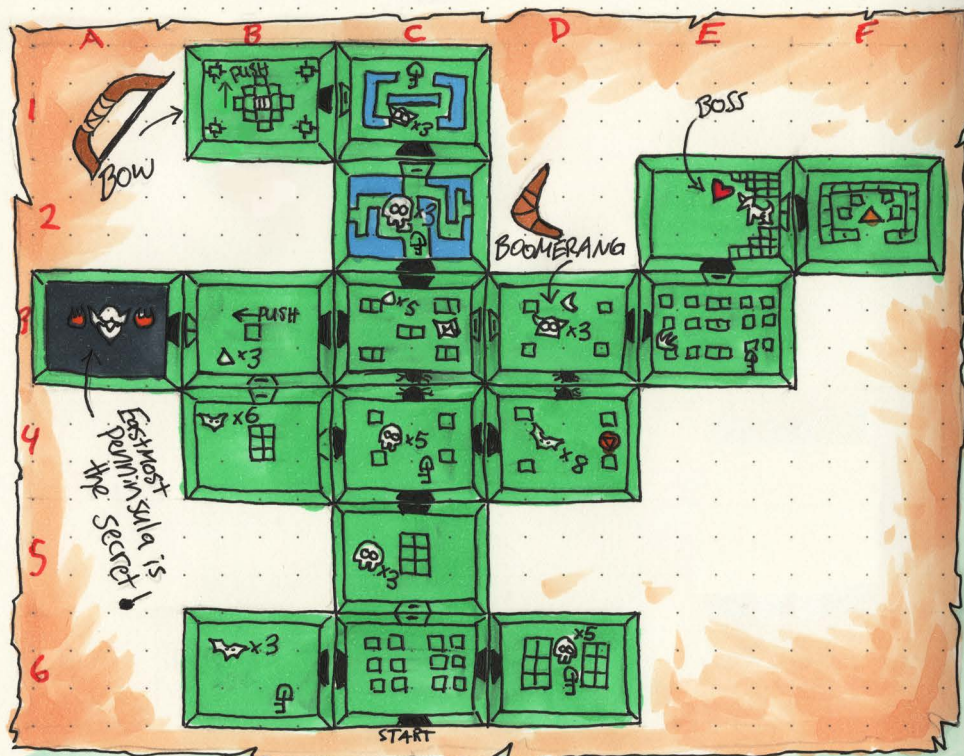


Continuing north through the forest, Link finds himself at Lake Hylia. A massive rotting tree can be seen across the water. Thinking it could lead to a clue, Link takes a deep breath and crosses the tattered rope bridge that leads him into his first trial.

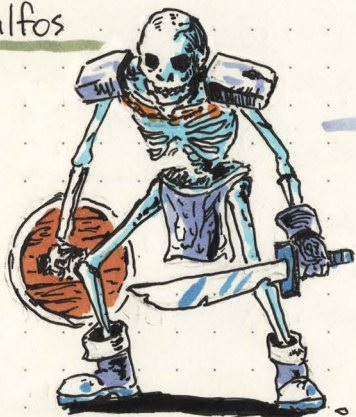




# DUNGEON 1 ~ EAGLE

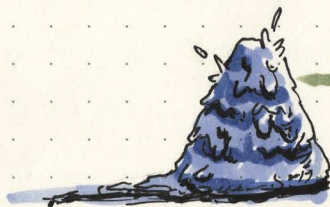


Stalfos



17 A Stalfos in (D6) holds a key.

Gel



Keese



Goriya



If a Wall Master grabs Link, it will pull him to the start of the dungeon. (E3)

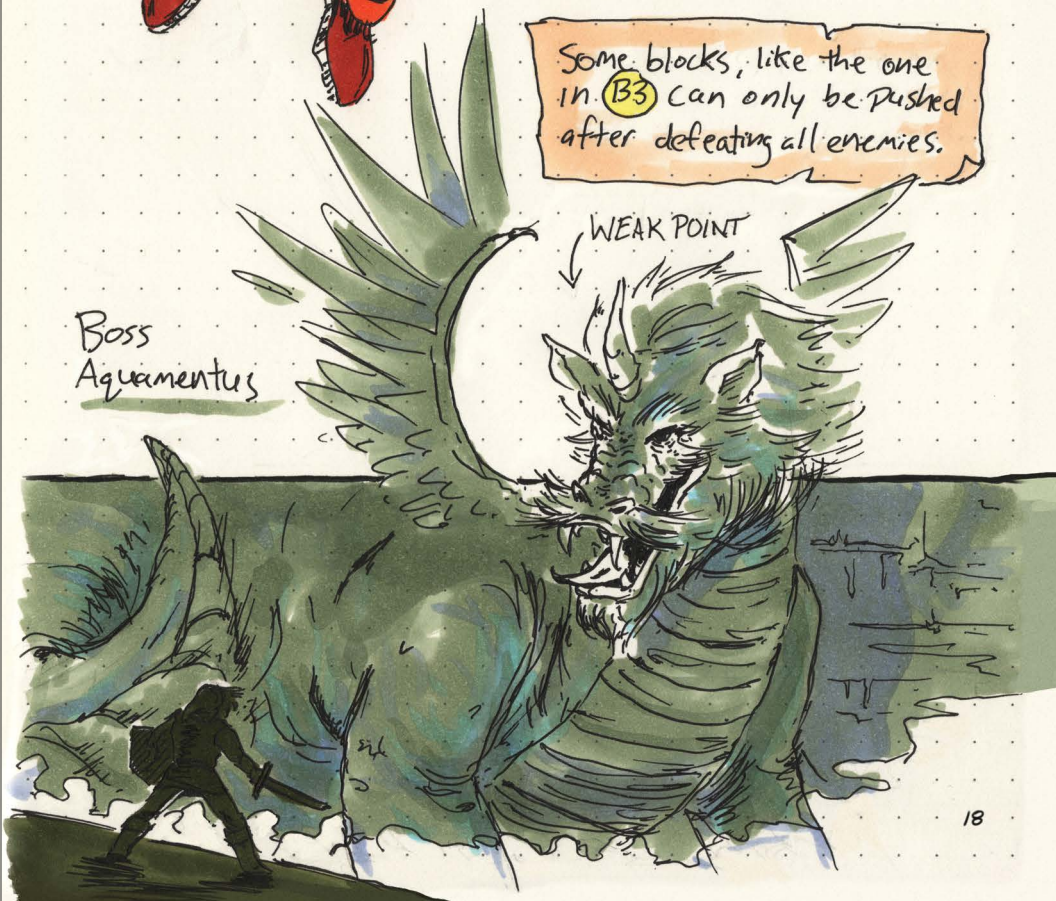
Wall Master



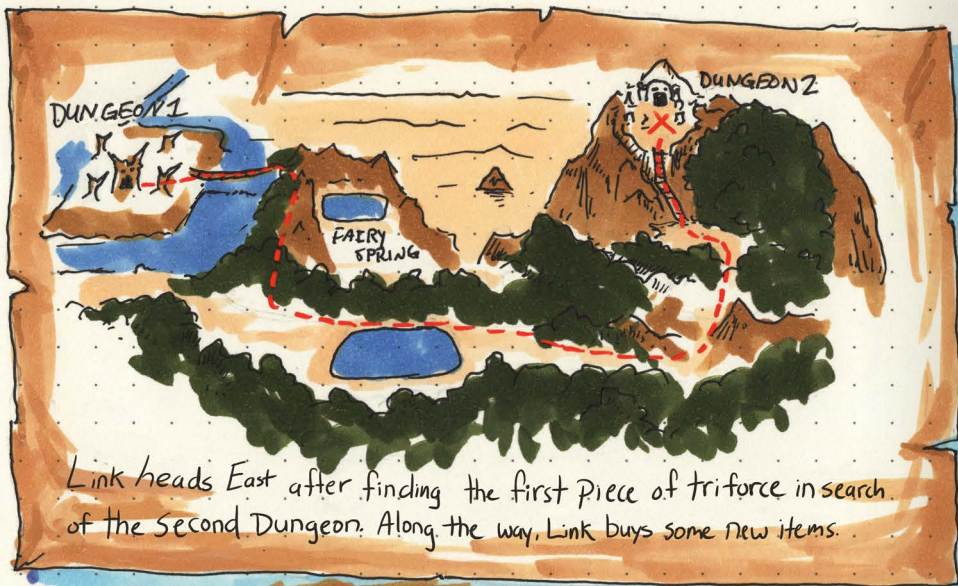
Defeat the Goriya in (D3) to obtain his boomerang.

Some blocks, like the one in (B3) can only be pushed after defeating all enemies.

Boss Aquamentus



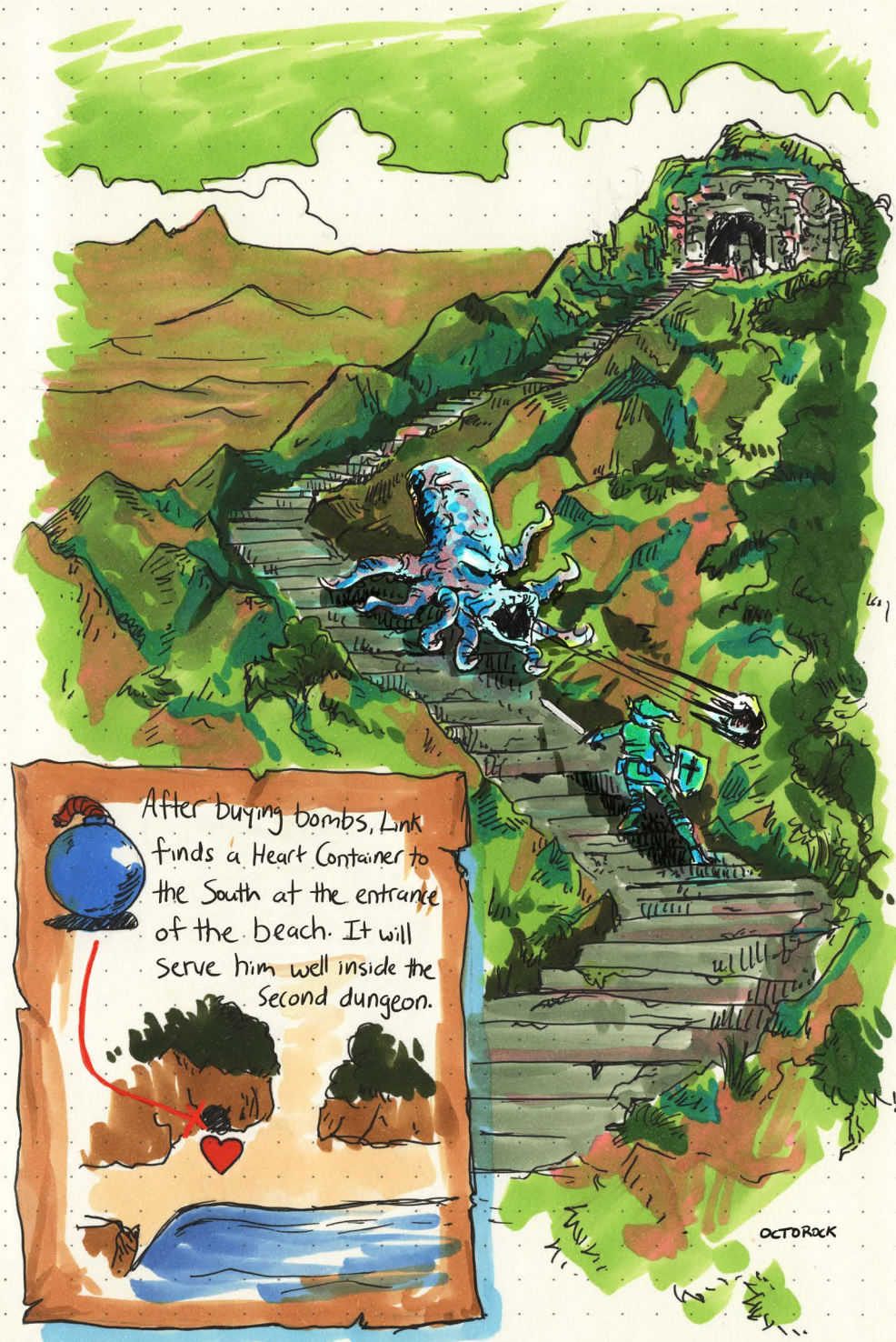




Link heads East after finding the first piece of triforce in search of the Second Dungeon. Along the way, Link buys some new items.



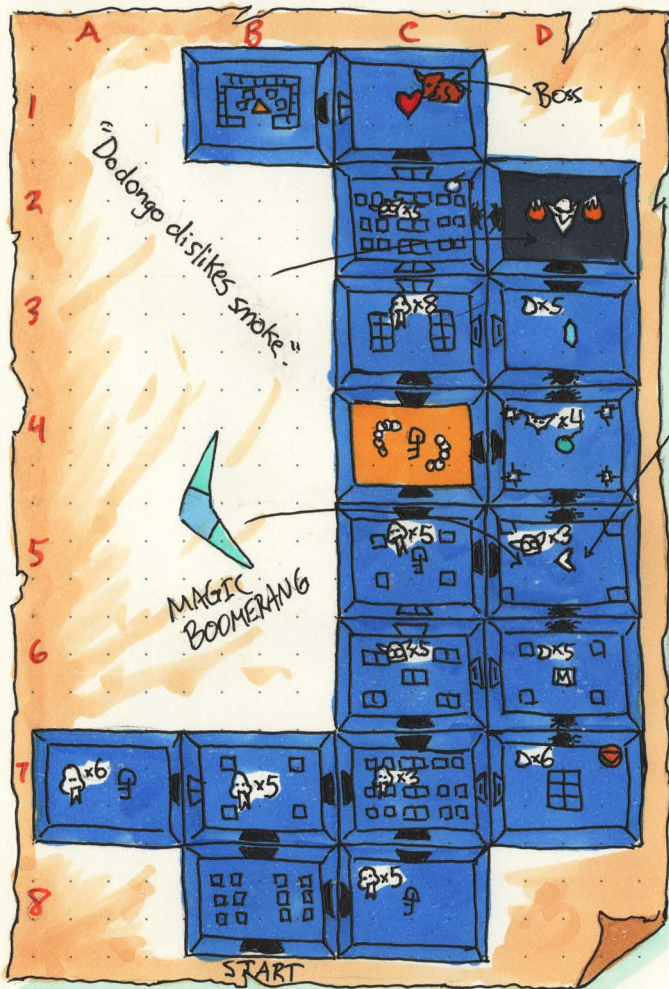
Buying a candle is helpful in finding secret areas!



After buying bombs, Link finds a Heart Container to the South at the entrance of the beach. It will serve him well inside the Second dungeon.



# DUNGEON 2 ~ MOON



Goriya Triple Threat!

Room D5 holds the magic boomerang. Defeat these three is tough!



Moldorm

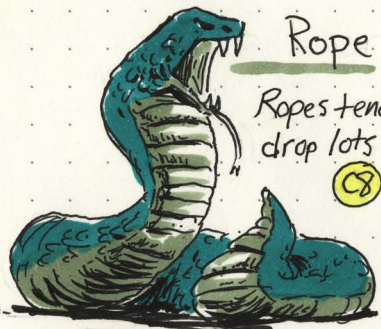
(C4)



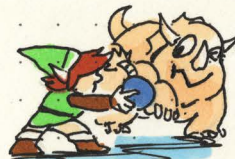
Rope

Ropes tend to drop lots of money!

(C8)



Bomb Some Dodongos! (C1)  
Placing a well timed bomb into a Dodongos mouth is the only way to defeat it!



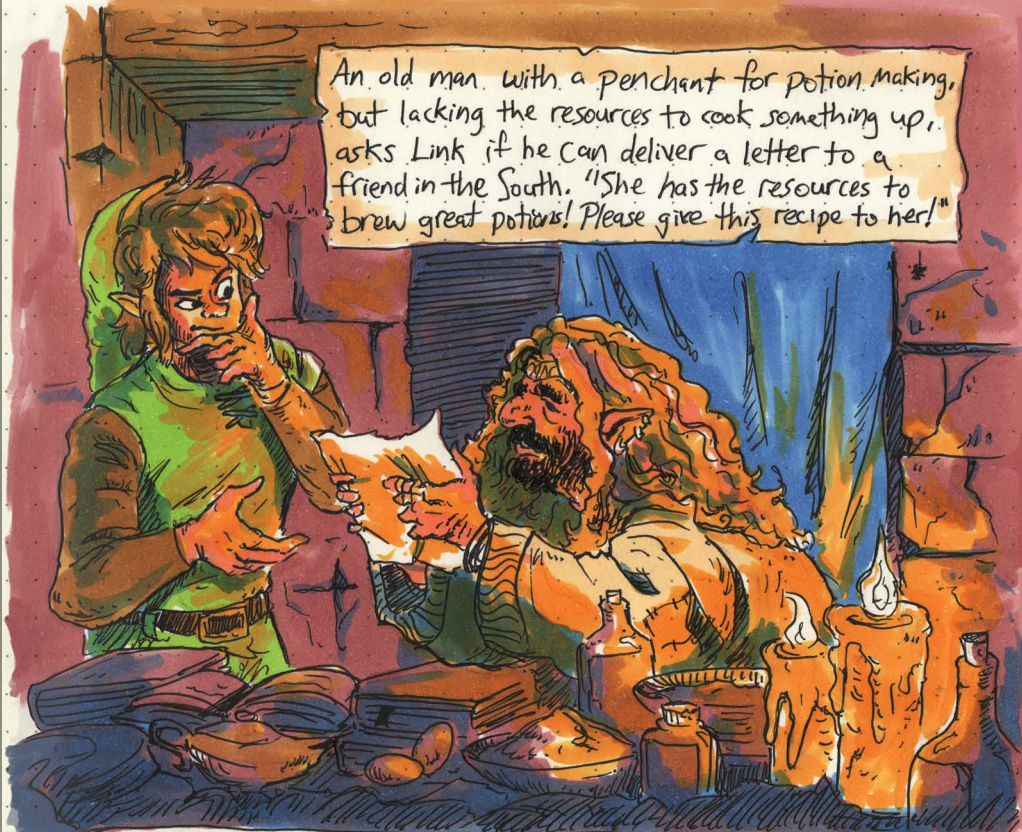
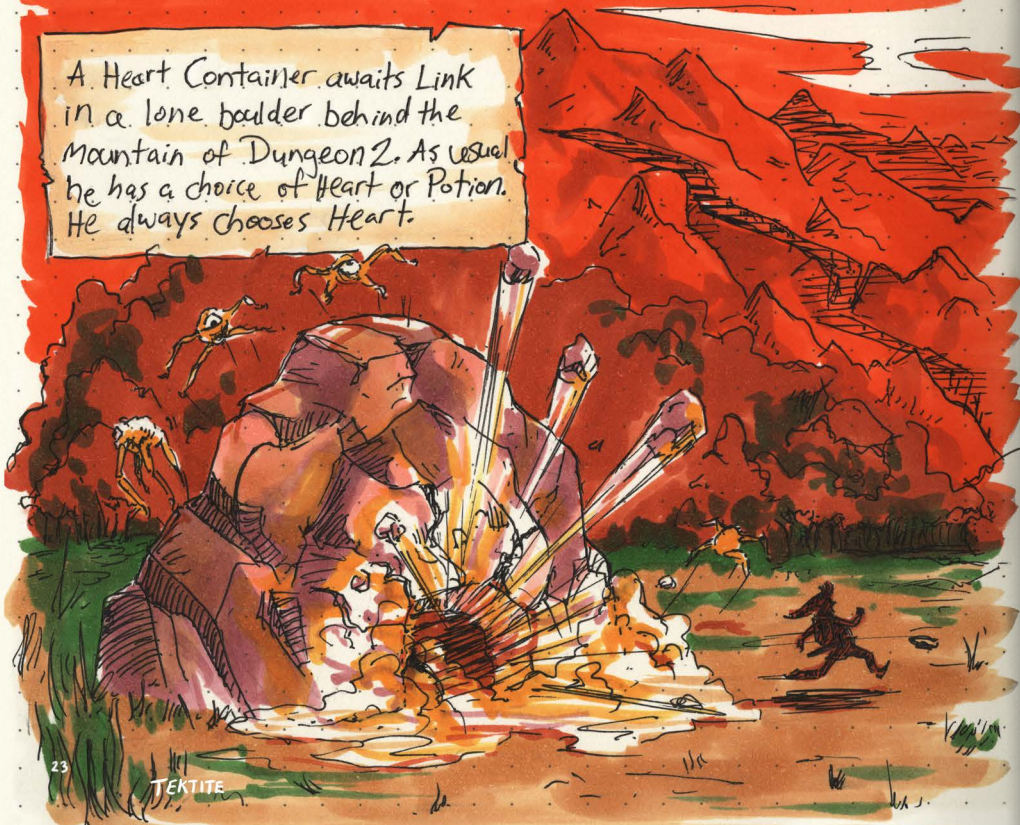
Boss Dodongo





The battle with the Dodongo almost cost Link a leg as he fumbled with his first few explosives before finally landing a bomb into the beast's mouth. Link was shaken, but nothing the sight of the second Triforce piece couldn't fix. Upon leaving the dungeon, Link explores the North Eastern edge of Hyrule.

A Heart Container awaits Link in a lone boulder behind the mountain of Dungeon 2. As usual he has a choice of Heart or Potion. He always chooses Heart.



An old man, with a penchant for potion making, but lacking the resources to cook something up, asks Link if he can deliver a letter to a friend in the South. "She has the resources to brew great potions! Please give this recipe to her!"

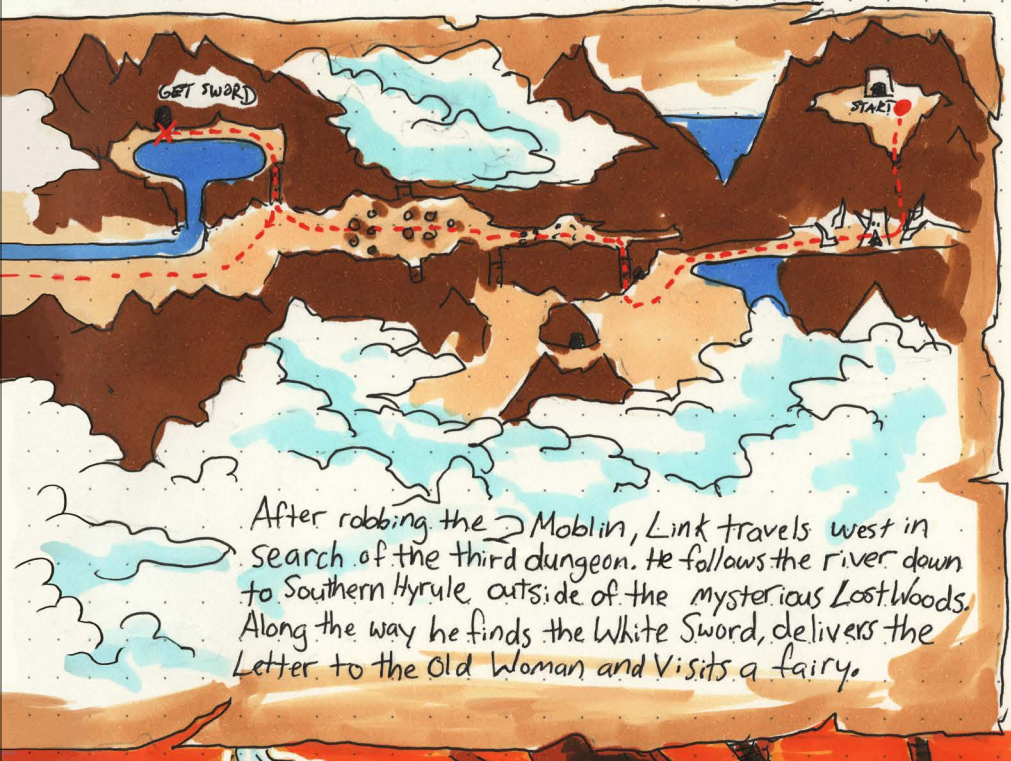
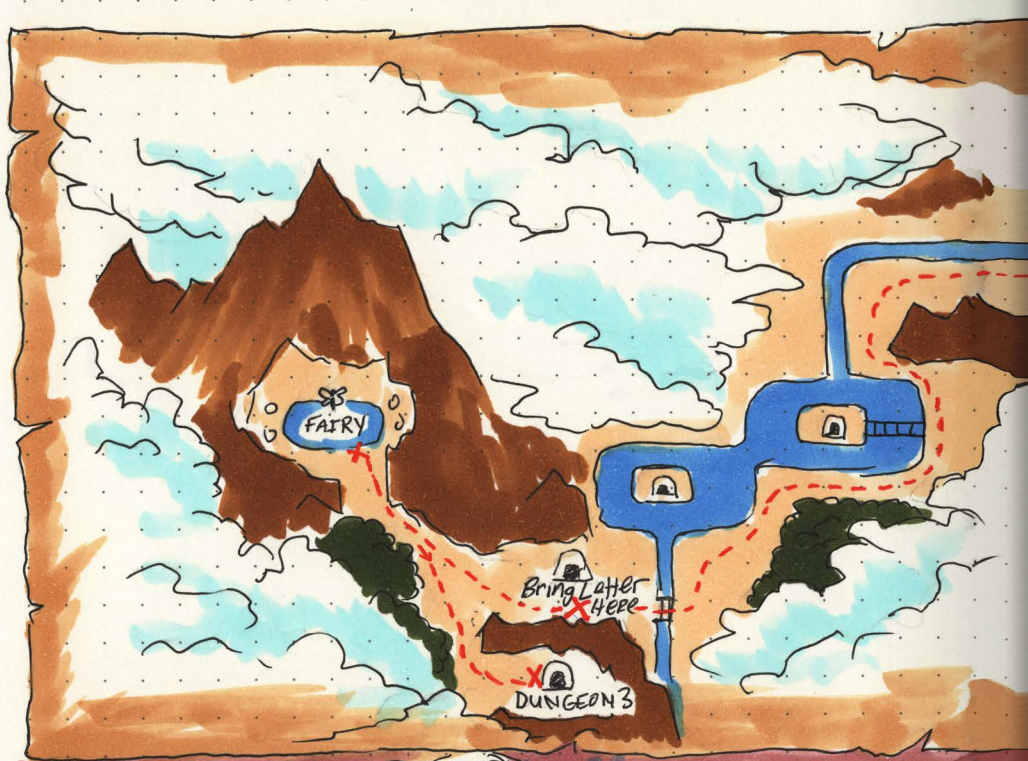


Some Moblins don't have the stomach to do Ganon's bidding. When Link storms their secret locations, they'll plead for mercy and offer rupies as hush money for their treachery.

"Please keep this a secret from everyone!" they'll beg.

"It's a Secret to Everybody!" locations are marked on the map!





After robbing the Moblin, Link travels west in search of the third dungeon. He follows the river down to Southern Hyrule, outside of the mysterious Lost Woods. Along the way he finds the White Sword, delivers the Letter to the Old Woman and Visits a fairy.



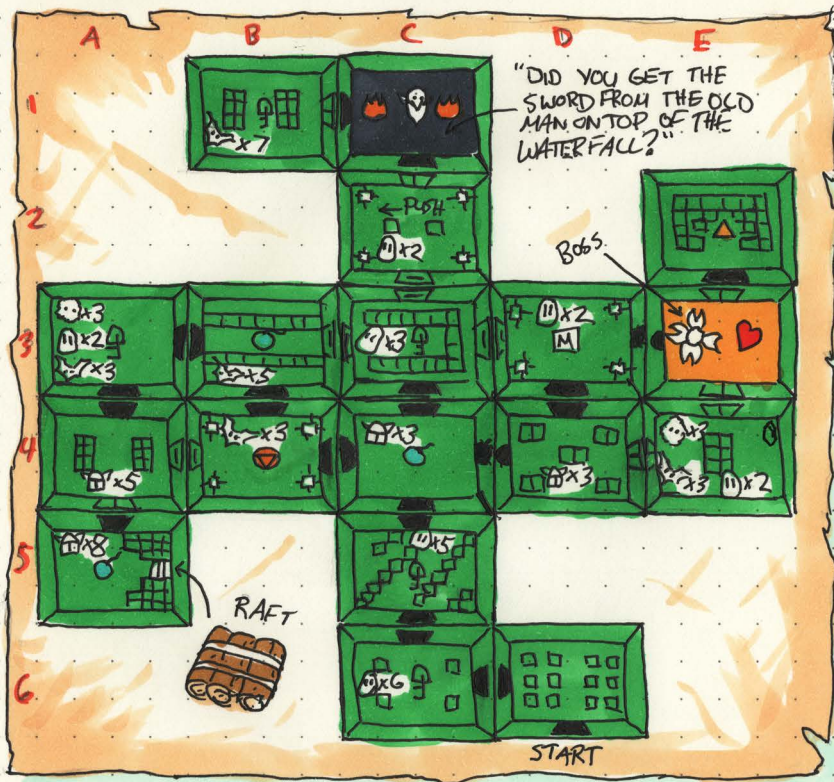
Atop the water fall,  
a Lynel blocks  
Link's path to  
the White Sword!  
5 ♥ required.



Weary from his journey, and heavily wounded from the battle with the Lynel, Link stumbles into a fairy spring. The fairy heals Link. Invigorated, he sets out for the third dungeon.



# DUNGEON 3 ~ MANJI



Zol

Stabbing a Zol will break it into Gels!



Bubble

Bubbles cannot be defeated! Try to avoid them.



Music could sooth Link....

Bubbles briefly paralyze Link, and he is unable to use his sword during that time.



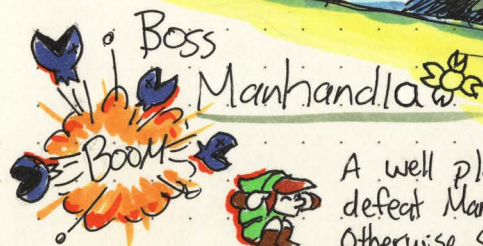
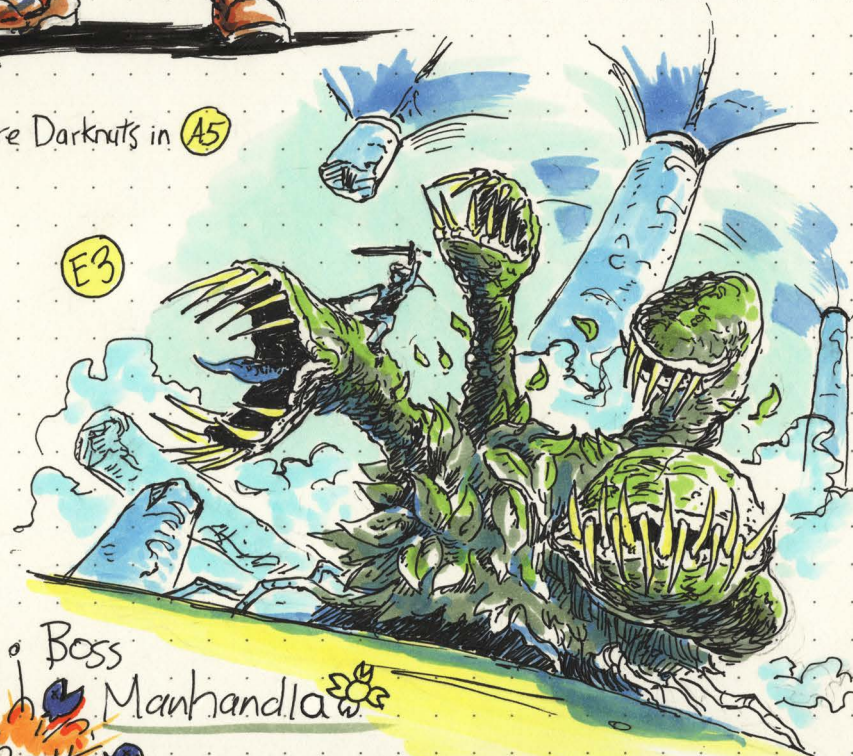
Darknut

Because of their large shield, Darknuts can't be hurt from the front.



They can be injured from the sides, back or with a bomb.

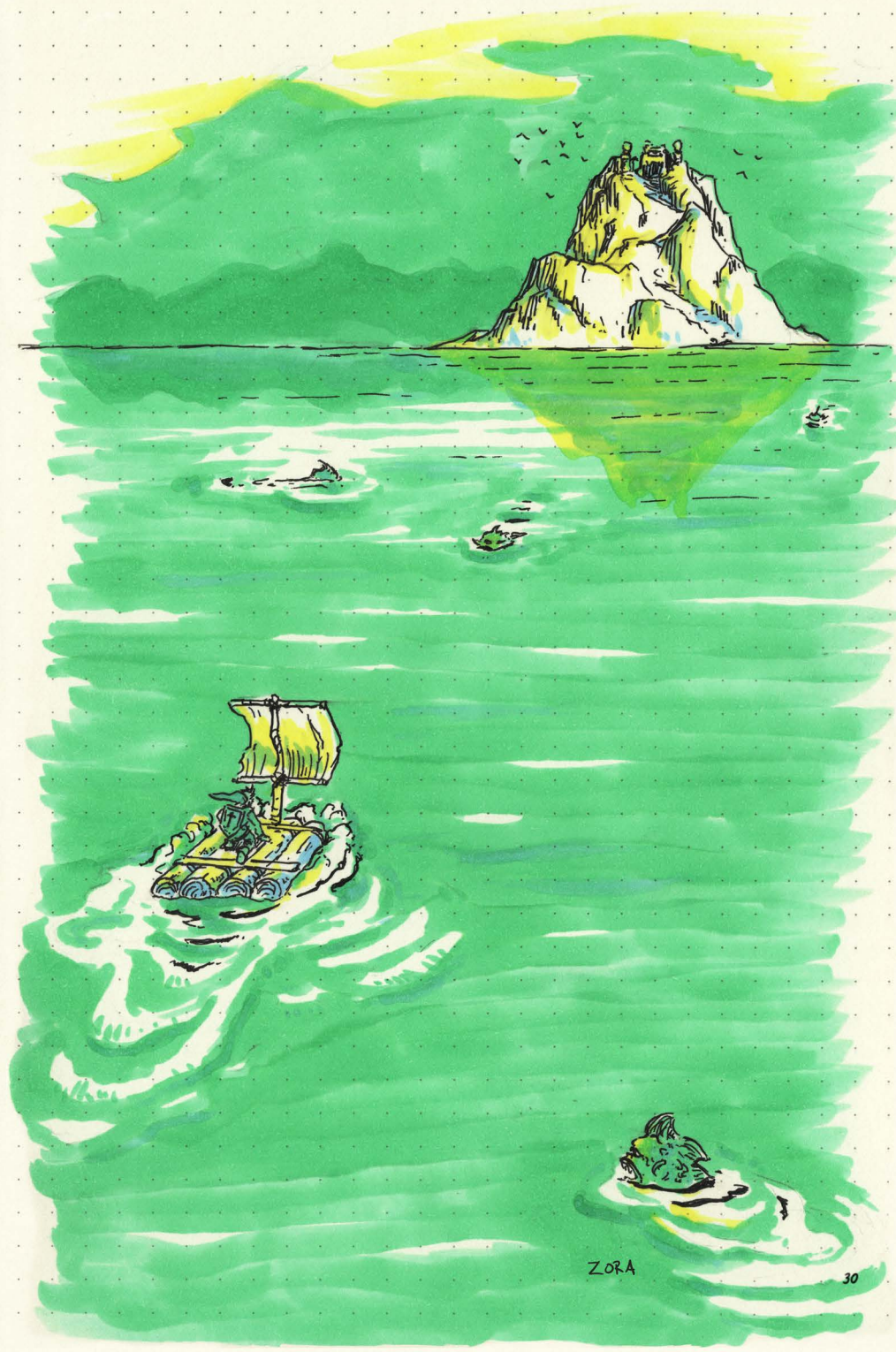
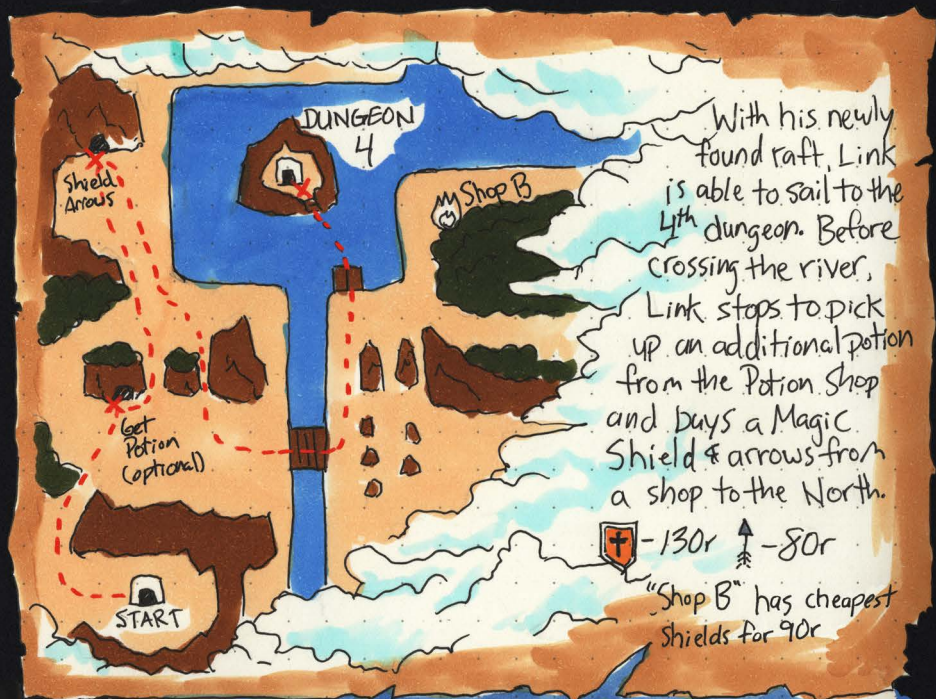
Ignore Darknuts in (A5)



Boss Manhandla

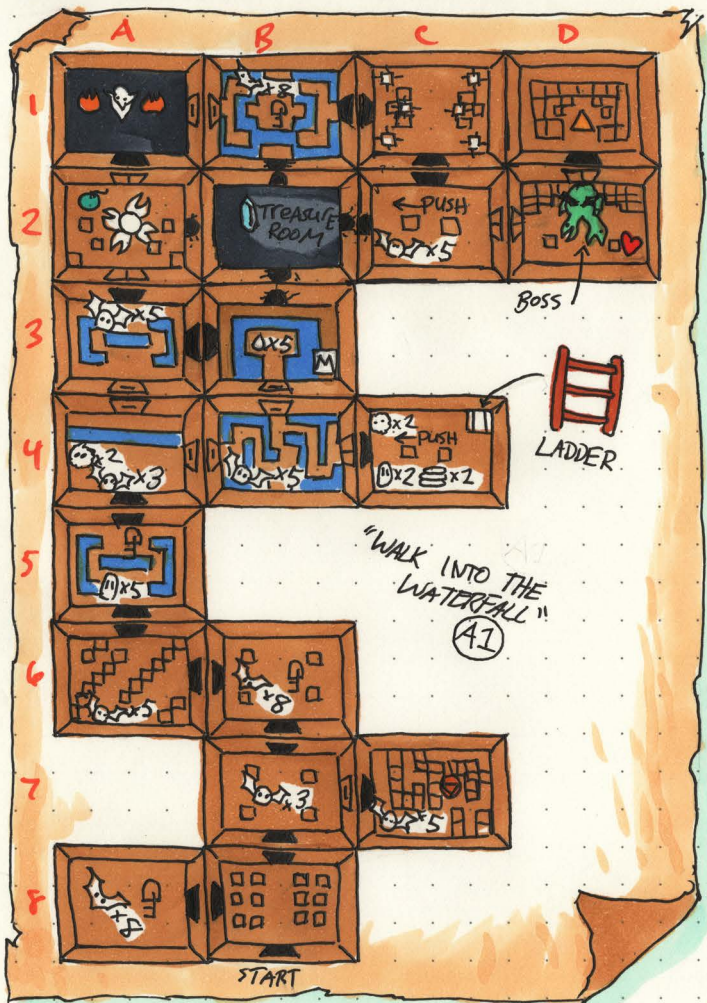
A well placed bomb can defeat Manhandla with one blast! Otherwise, strike the heads to win.







# DUNGEON 4 - SNAKE



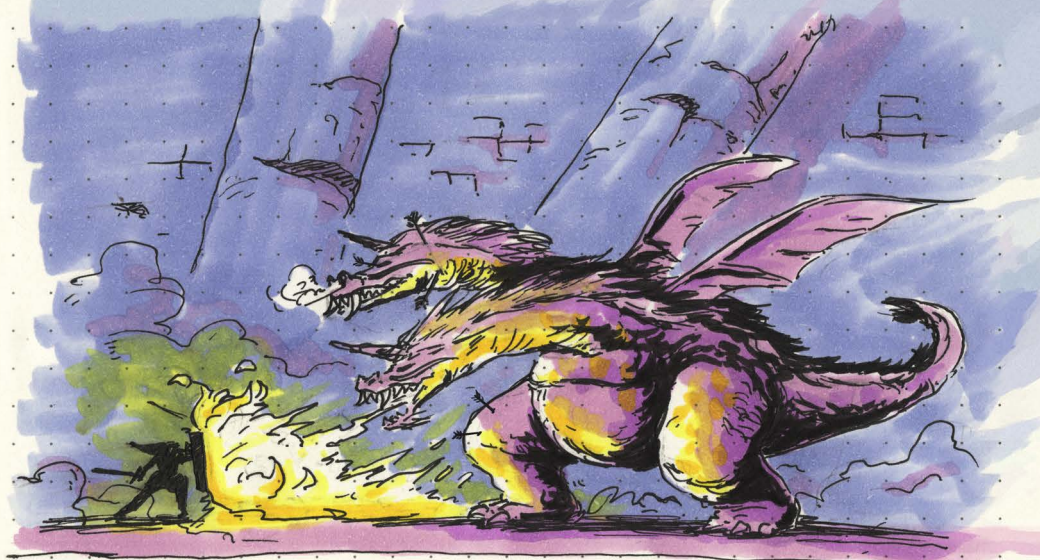
Room (C7) is the first "dark" room. Shed some light with a candle.

(A4) requires the Ladder to move forward. Find it at (C4)



Like Like

Don't get caught by a Like Like. They feast on magic shields!



Boss Gleek (D2)

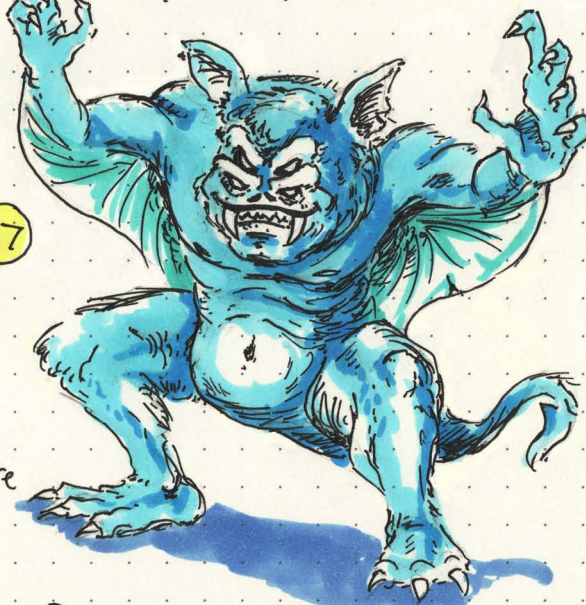
To defeat the Gleek all of his heads must be chopped off. Beware as dark magic brings life to the first fallen head.



Vire

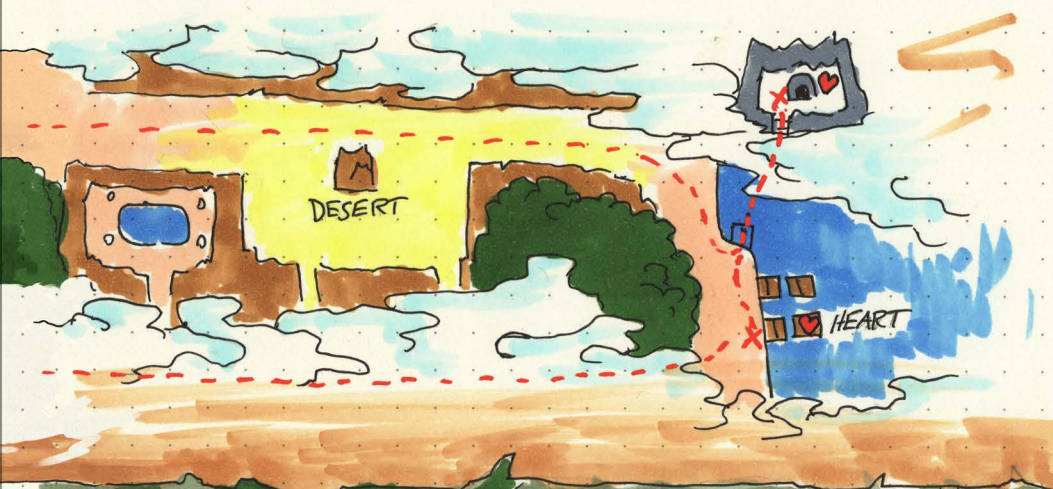
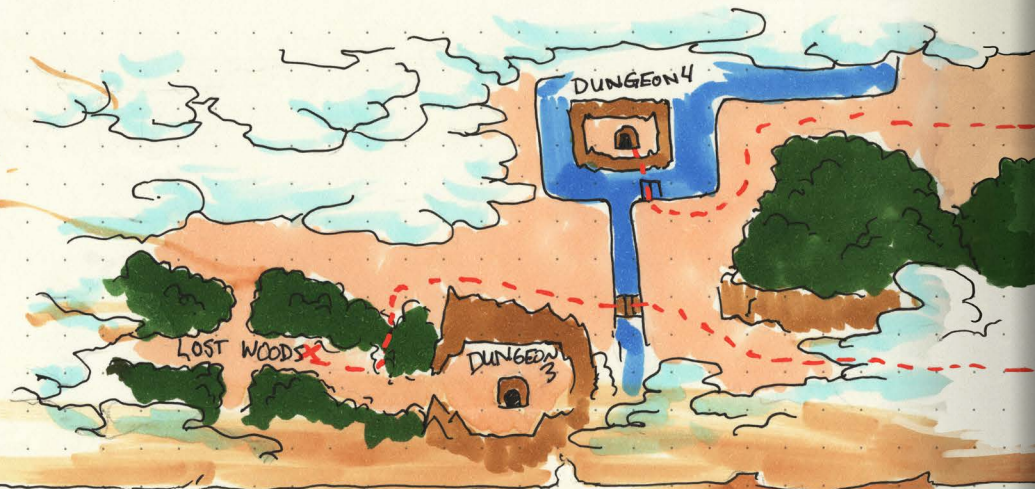


A sliced open Vire will release her babies!

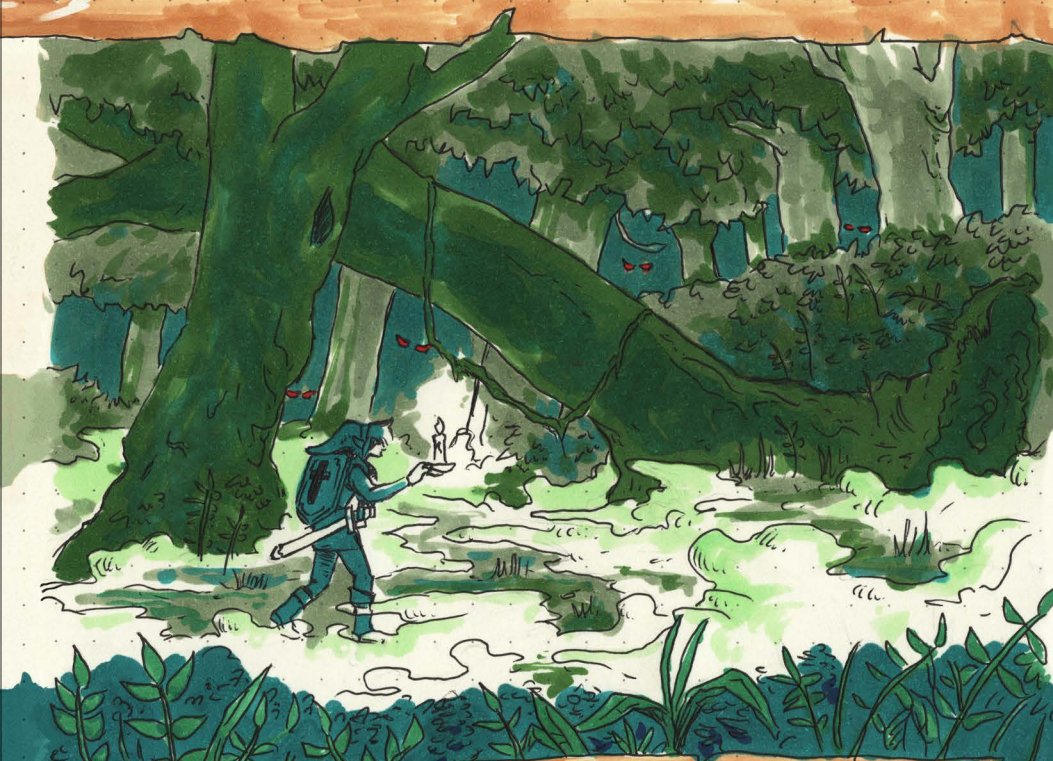


Don't expect any pick ups from Vires.



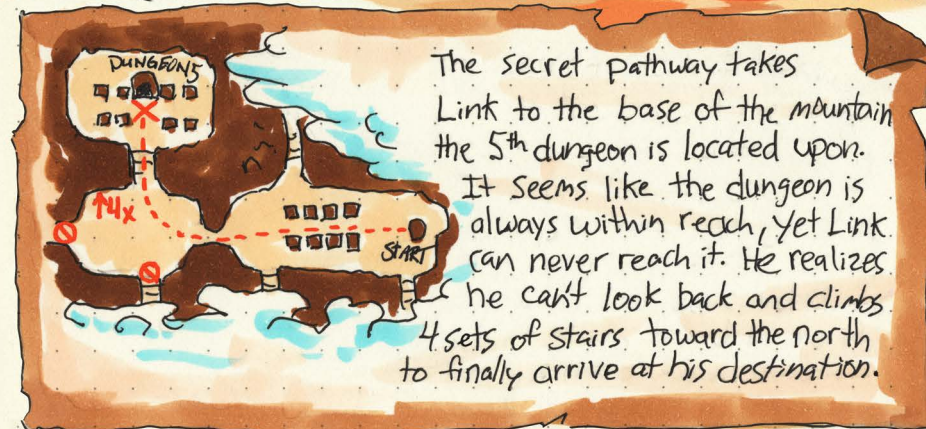
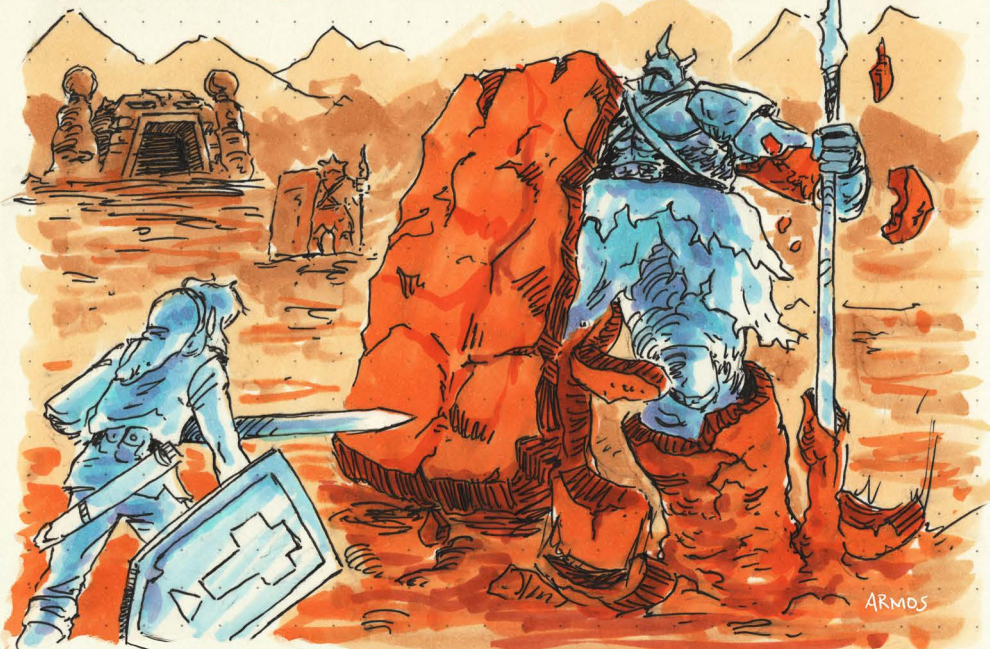
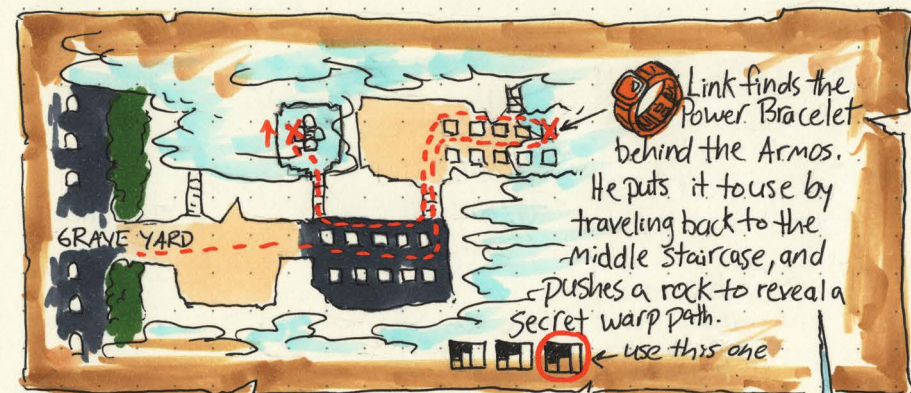
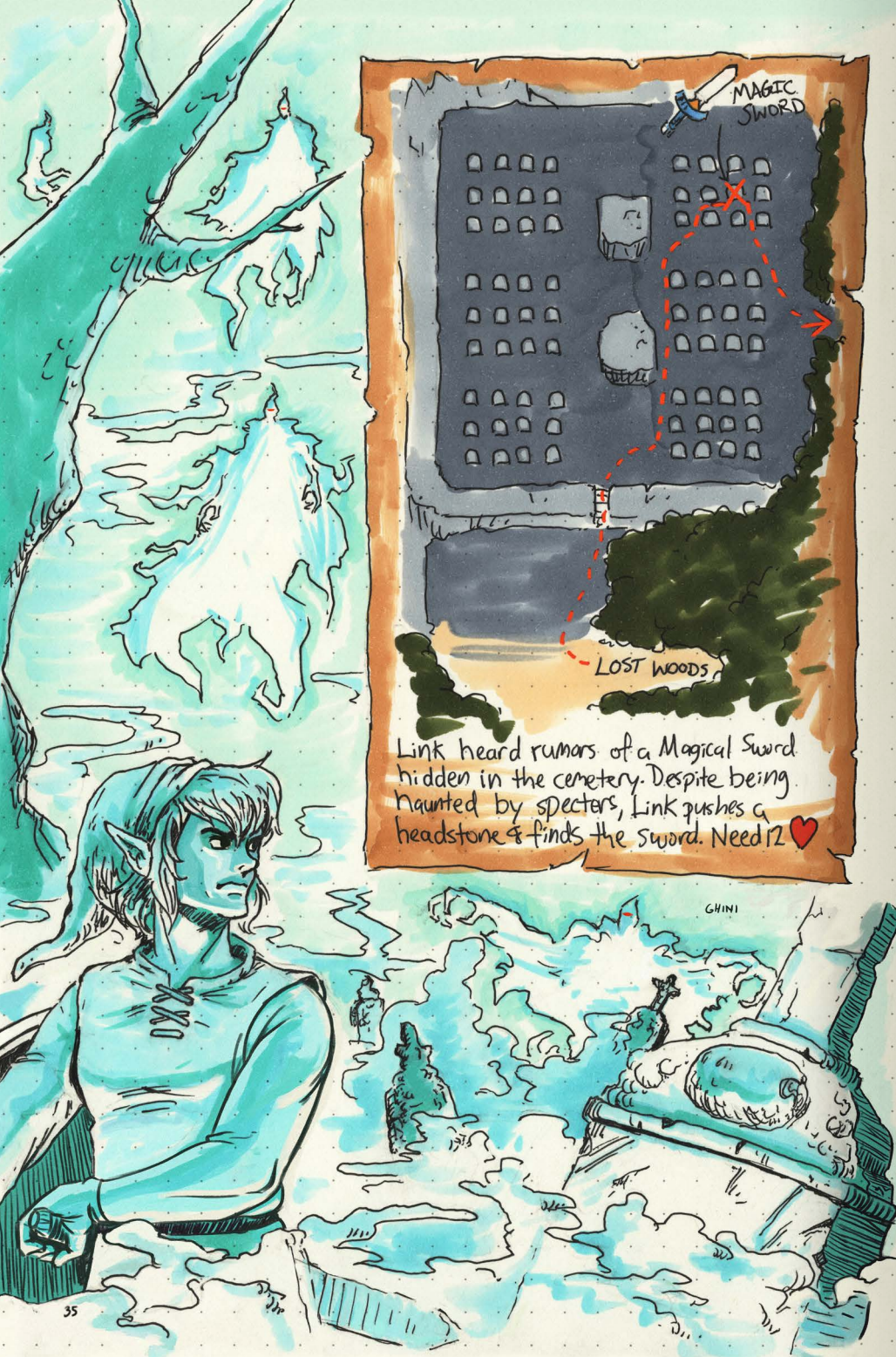


With several new tools in hand, Link decides to explore for additional Heart Containers. He braves the harsh winds & brutal heat of the desert toward the east coast. Once there Link sails to a secret island & uses his new ladder to reach for a stranded Heart. He then treks back from where he came & heads into the Lost Woods.



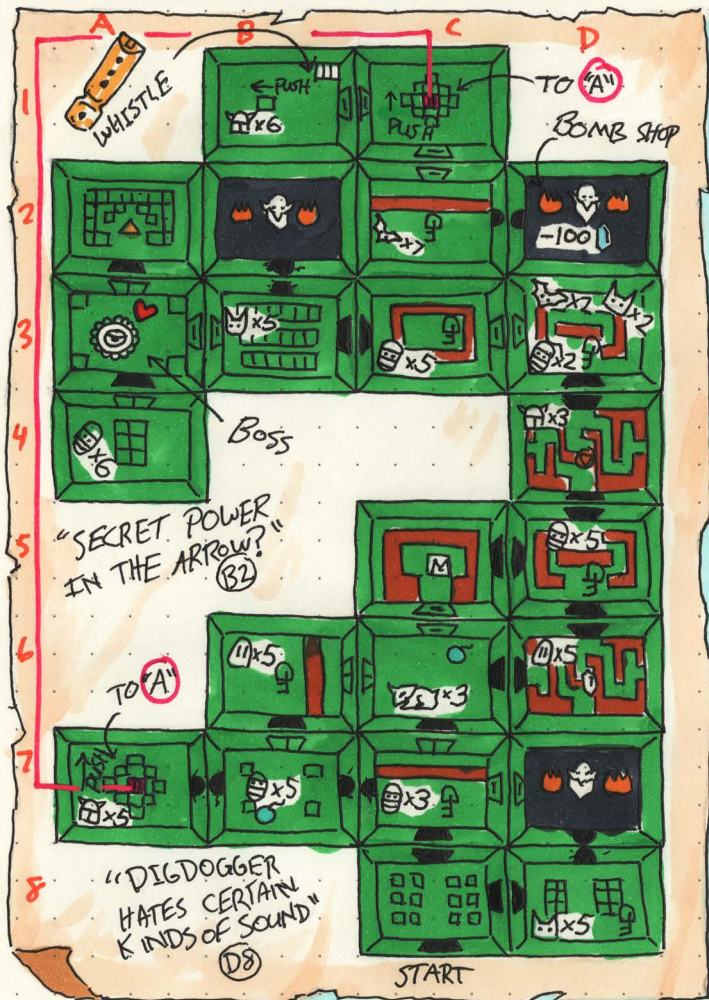
A sense of dread & despair hangs over Link in the lost woods. Many Hylians have gone mad here. Some never returned. Link heads **North, West, South, West** & escapes.







# DUNGEON 5 - LIZARD



Link can hold 4 more bombs with a bomb bag. 100r

(A7) is the first passage that takes Link to a different part of the dungeon.



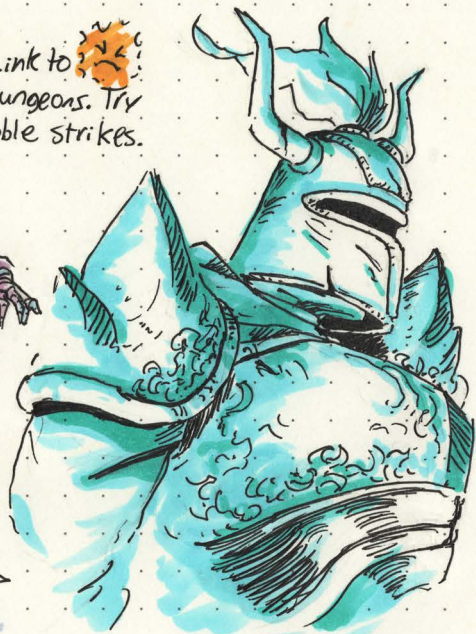
Gibdo

Gibdo's can be stunned with a boomerang. (C7)

Enemies are super strong here. If only Link could improve his defense?

Boss  
Digdogger

The whistle will warp Link to previously completed dungeons. Try using it after a Bubble strikes.



Blue Darknut

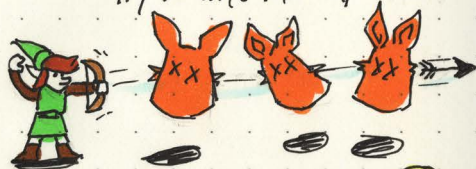
Beware, Blue Darknuts are tough! (A7)



The only way to hurt Digdogger is by blowing the whistle! (A3)

Pols Voice

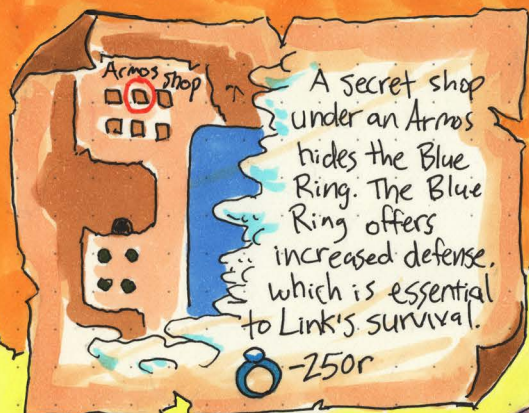
Try to line them up & fire!




A single arrow will take out several Pols Voice at once! (D8)







A secret shop under an Armos hides the Blue Ring. The Blue Ring offers increased defense, which is essential to Link's survival.

 -250r



The 6th Dungeon lies next to the cemetery. It's located close to the Armos shop, but the mountains force Link to take another path.

MAKE SOME MONEY! The Blue Ring is way out of Link's budget. Here are a few ways he can make some extra cash.



SECRETS TO EVERYBODY  
Link uses the map to find more rumored locations of Moblins that have defected from Ganon's ranks.

Psst... buy some bait for later...



MONEY MAKING GAMES

Link takes a chance gambling. On modern technology, Link can even predict the future with magic called "Save States." Hmmm?



GRINDING IN THE GRAVEYARD

Link wakes the dead of all the graves and then defeats the leader Ghini for 50-50 payouts.



## DUNGEON 6 ~ DRAGON



Watch out for the stronger Blue Wizzrobes.



Only the magic shield  
"Can deflect a Wizzrobe's  
magic spells. (C8)

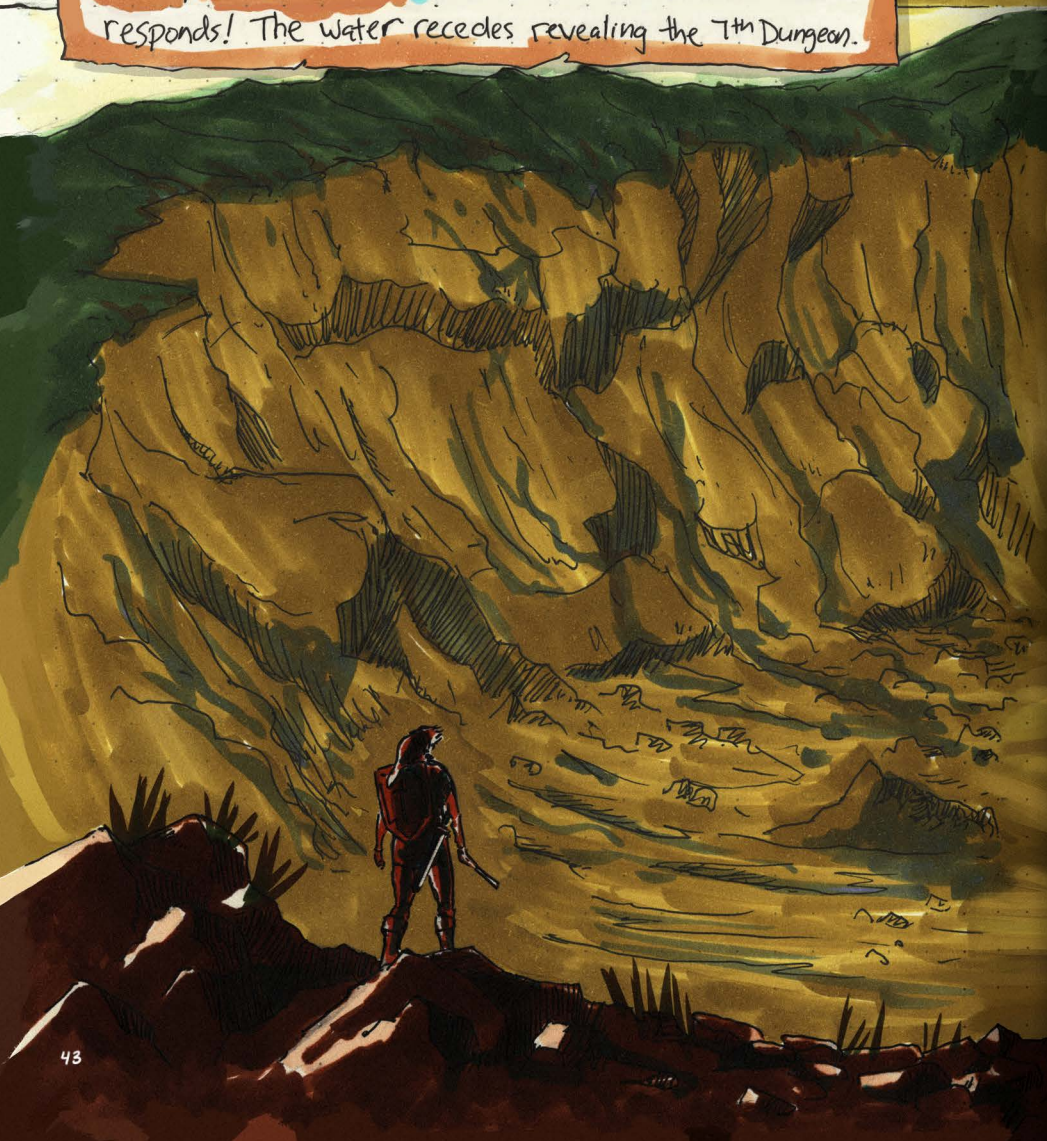
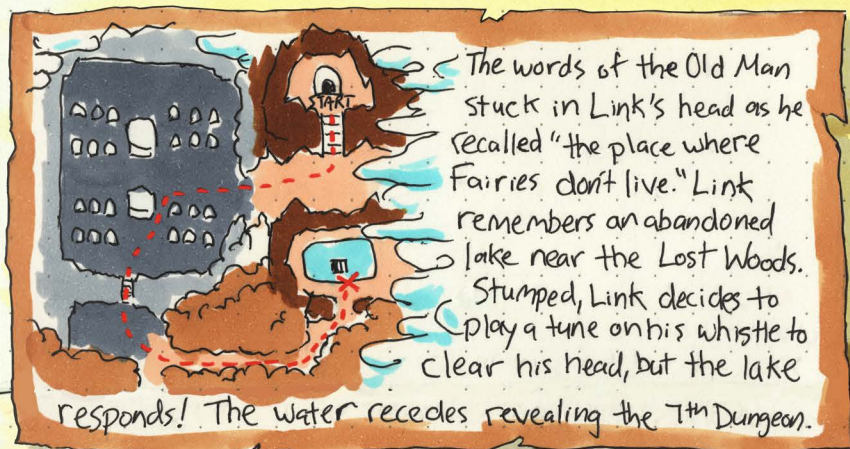


Only arrows  
can defeat the  
Gohma. Aim  
for the eye.

E2

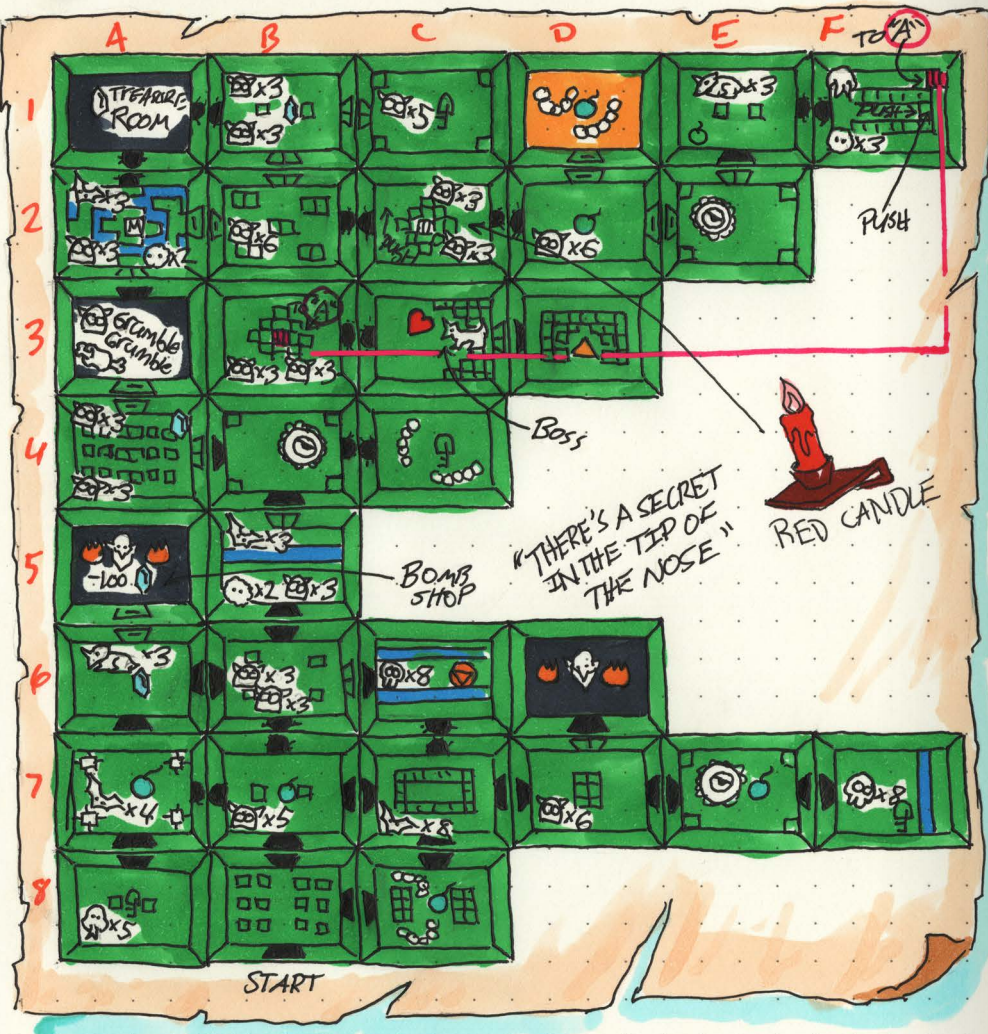








# DUNGEON 7 - DEMON



Run! This place is loaded with bad guys. No need to fight all of them. Useful to run at (B4) (E1)



Come prepared with bombs! There are plenty of walls to blow up in this dungeon and lots of bombs to find, but it helps to have several on hand. Look for a Bomb Shop at (A5)



## THE HUNGRY GORIYA

Bring along some food to feed this famished Goriya. He will gladly let Link further into the dungeon.

(A3)



All the Wall Masters must be defeated to push the block at (F1)

Boss

Aquamentus (again!)



This boss should be no trouble at all!

(C3)





Facing a second Aquamentus was almost reassuring to Link. The first time Link faced one of them his heart pounded as the beast's heavy breathing reverberated through the chamber. This time however the Aquamentus didn't stand a chance. Link bravely defeats him as if he were just another Octorok. He smiles to himself and walks with a sort of new confidence as he looks for the 8th dungeon.

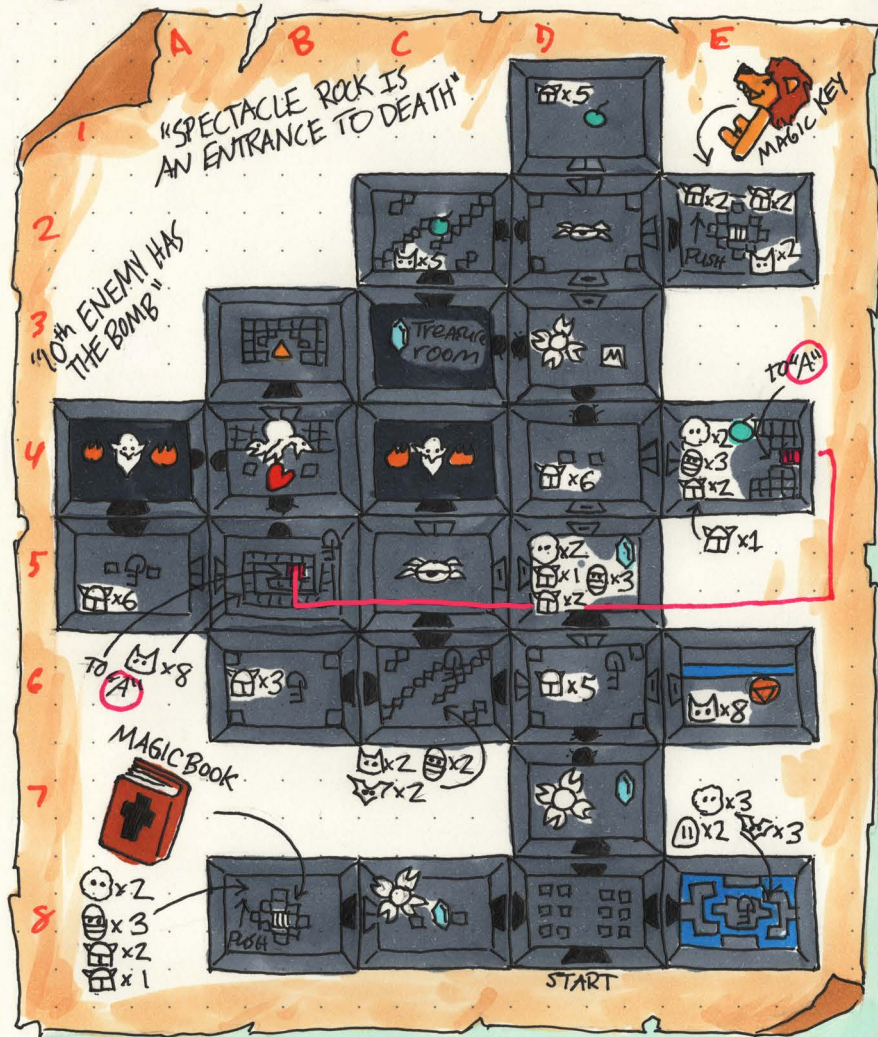
The 8th dungeon is proving difficult to find.

Link explores a maze-like forest on the south eastern end of Hyrule. A single oversized bush sits alone in the midst of all the trees. As Link had gotten used to burning things & finding hidden areas he decides to test his luck. The bush bursts into a ball of flames revealing a path to the hidden dungeon. Link wonders how Zelda herself even thought to hide something in this place.





# DUNGEON 8 ~ LION



Go for the Magic Book first. It's to the left from the entrance in (B8)

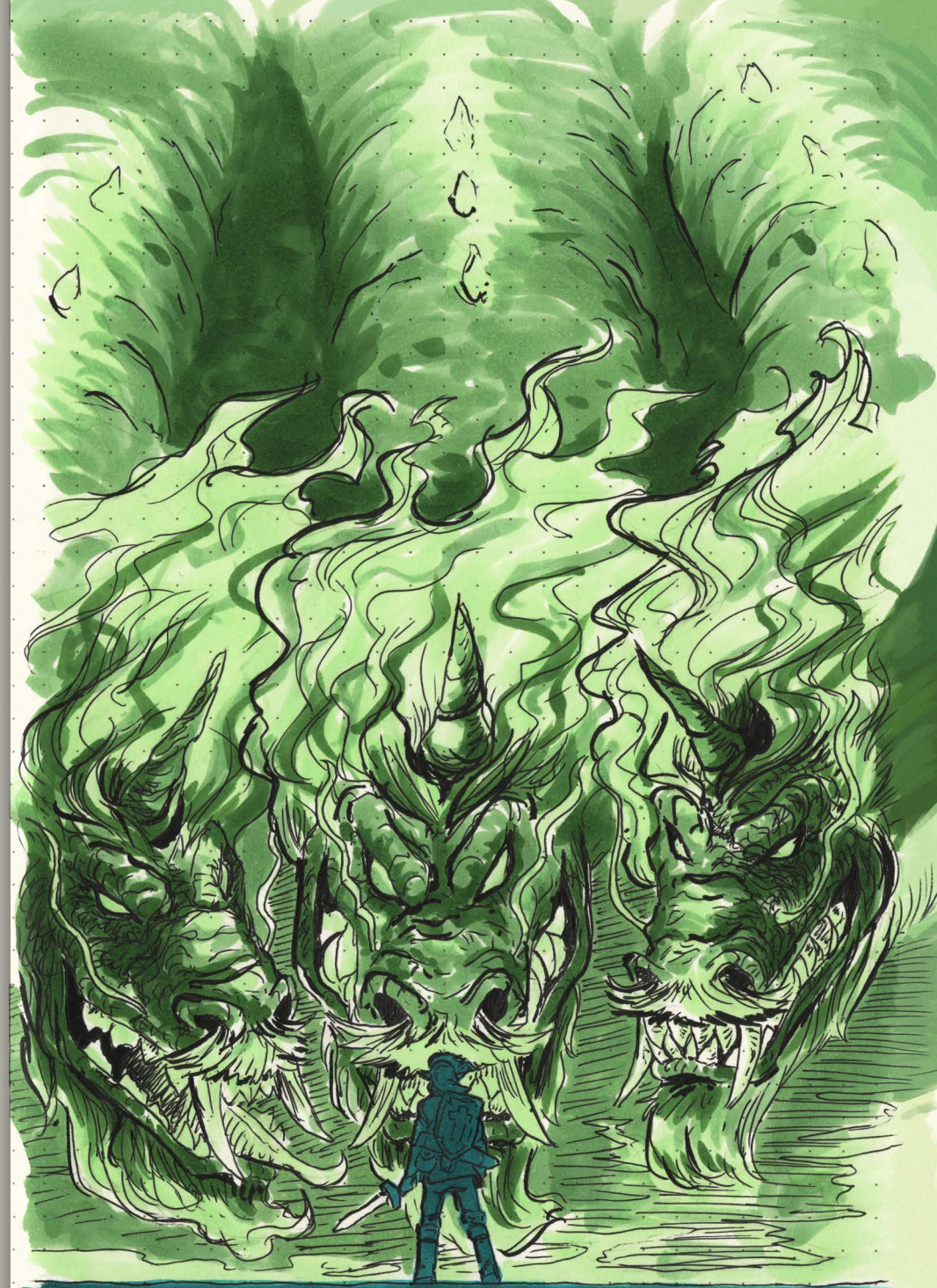


The magic Key is the next target. It's a straight shot North of the entrance. Never worry about Keys ever again! (E2)

Boss

4 Headed Gleeck

Use (A) to get to the boss at (B4). He's a nasty one.





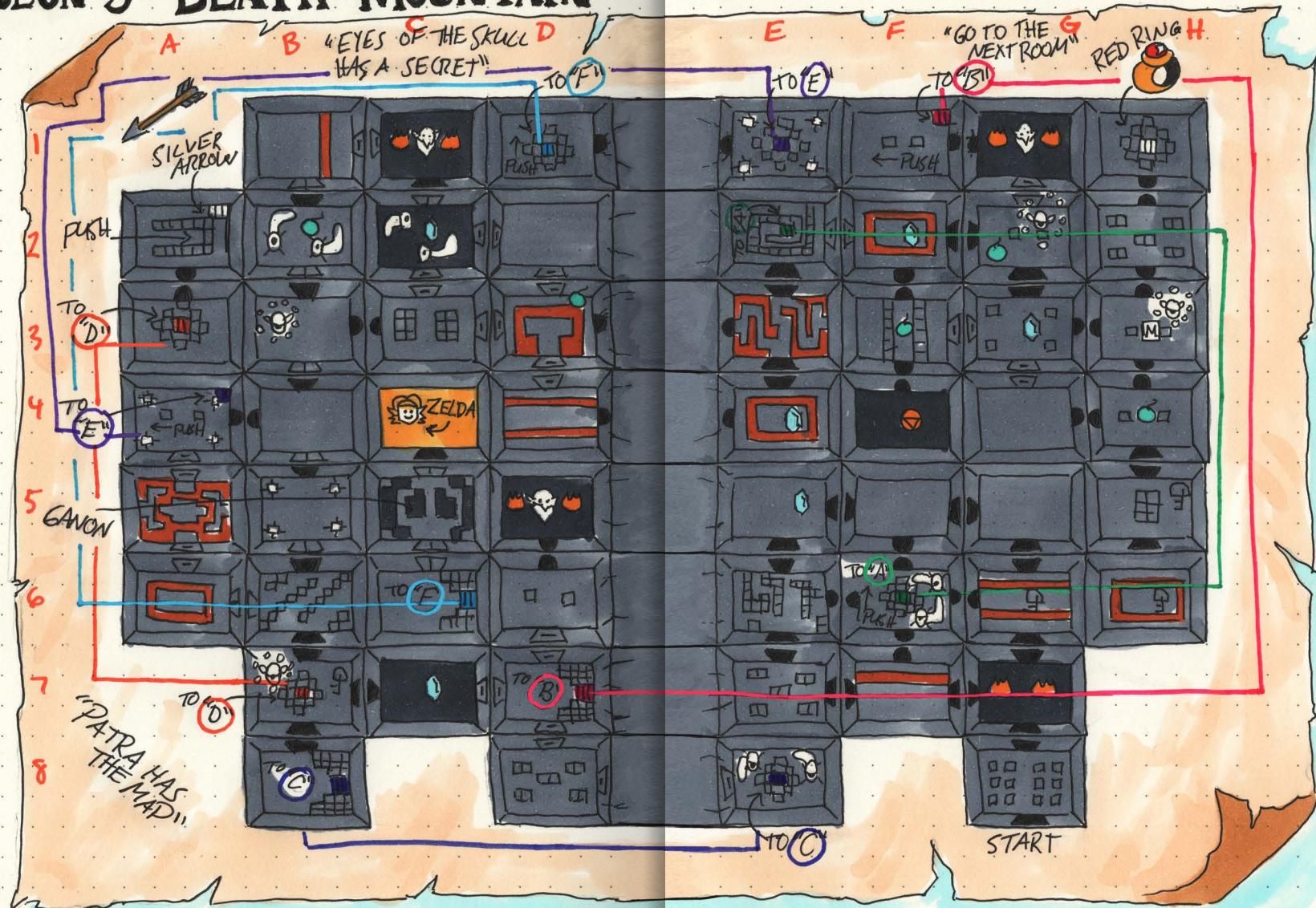


Link had done it. He pieced together the full Triforce of Wisdom. He looks up at the ancient artifact that he had reassembled as its light filled the room. The Triforce began to communicate to Link, or that is what he thought anyway. It didn't speak, he heard no words, but he could feel as if the Triforce welcomed him and he felt worthy of being its temporary guardian. Link had learned so much on his adventure across Hyrule. He mastered the lands, and the sword, befriended the locals and tamed wild beasts. He did more than just find the Triforce, he became the living essence of it. It was finally time to head to Death Mountain, go to Spectacle Rock to face Ganon and end his reign.





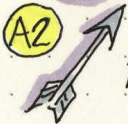
## DUNGEON 9 - DEATH MOUNTAIN



Without the  
fully assembled  
Triforce, Link  
can't access the  
53 final dungeon.



Head for the Red Ring first.  
Use passage "A" to get there.



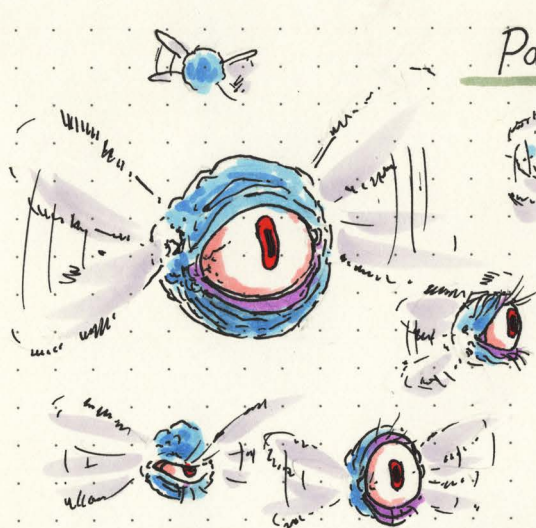
Go for the Silver Arrow next.  
From the Ring, head to "B" then "D"



Finally, head toward Ganon's room at (C5). From the Silver Arrow room, head back to "D", then go to "E" and finally to "F" which is right outside Ganon's room. Heal up with a potion before heading in.



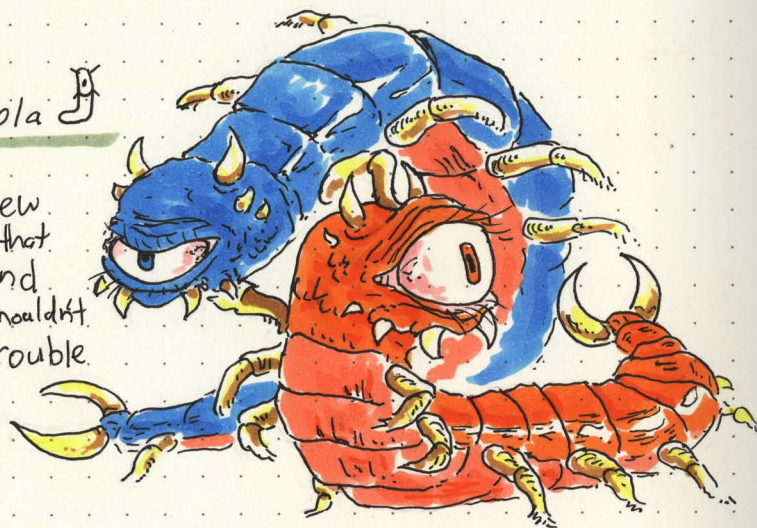
## Patra



A new enemy type only found in this dungeon. Can only be defeated by taking out all the small eyes first then the center eye.

## Lanmola

A second new enemy type that moves around quickly but shouldn't be much trouble to defeat.



## Fighting Ganon C5



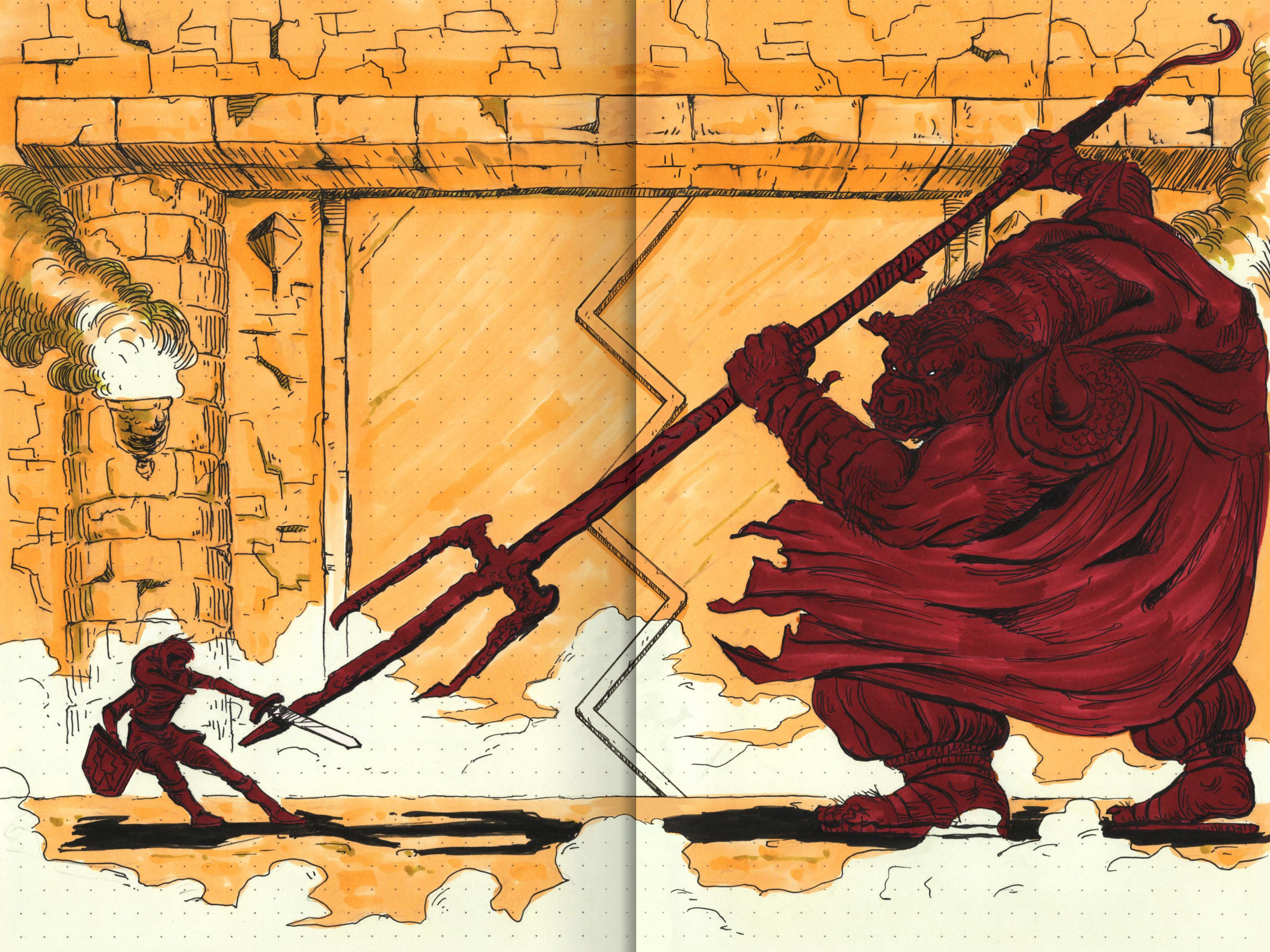
Silver arrows are required!  
Found in (42)

## FINAL BOSS GANON

Not only is Ganon invisible but he is constantly warping around the room. Link must swing his sword at random and hope a strike lands. After four hits, Ganon will turn red. Hit him with a Silver arrow to win!











With a steady hand, Link fires the silver arrow directly into Ganon. The arrow pierces Ganon's soul causing him to erupt into a mass of ash. The only recognizable piece of the beast that remained was the Triforce of Power. With both Triforces in hand, Link opens the door to Zelda's prison. One last task awaits Link as Ganon casts a final spell to burn the Princess alive in her cell. With the power of both Triforces on Link's side he extinguishes the flames with the swing of his sword.



Princess Zelda and Link emerge from Ganon's lair and look out over Death Mountain's peak. A calming breeze runs through the night air. The two can feel within them that balance has been restored to Hyrule. Zelda thanks Link for his help and promises that his deeds will not soon be forgotten for he is the Hero of Hyrule. Link takes Zelda's hand and they begin their descent down Death Mountain.

THE END



# CONGRATULATIONS!

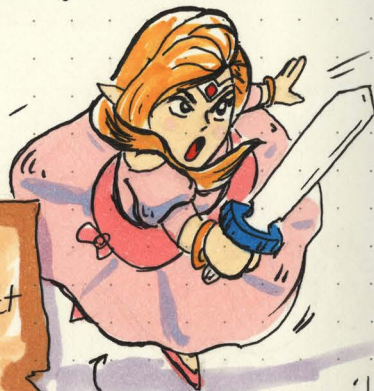
You've done it. You vanquished Ganon, acquired the Triforce of Power and Wisdom, rescued Princess Zelda and saved Hyrule! However, you crave more adventure. Good news there is plenty left.

## THE SECOND QUEST



Assuming you have completed the game, you'll notice Link holding a sword on the file select screen. That means the

Second Quest is unlocked and ready to be played! Don't feel like completing the game to unlock the Second Quest? Simply name your file **Zelda** for instant access.



I really wanted to include maps for the second quest but this project ended up being much more work than I thought. I hope that you understand. Thanks!

↑  
Unfortunately you can't play as Zelda.

## SWORDLESS RUN

Some players are so brave that they can complete the game without ever getting the sword! Sub weapons only in this grueling challenge.



## THANK YOU!

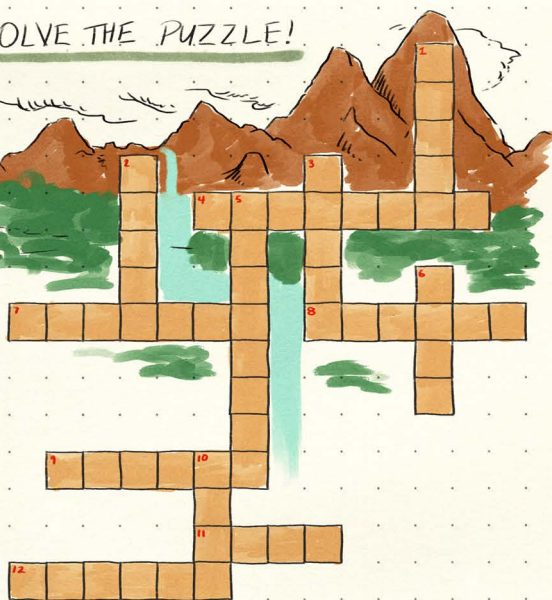
With that our story concludes. The Legend of Zelda is one of my all time favorite games and I hope that my passion shows through with this guide. Thank you for taking this journey with me!

Phil





## SOLVE THE PUZZLE!



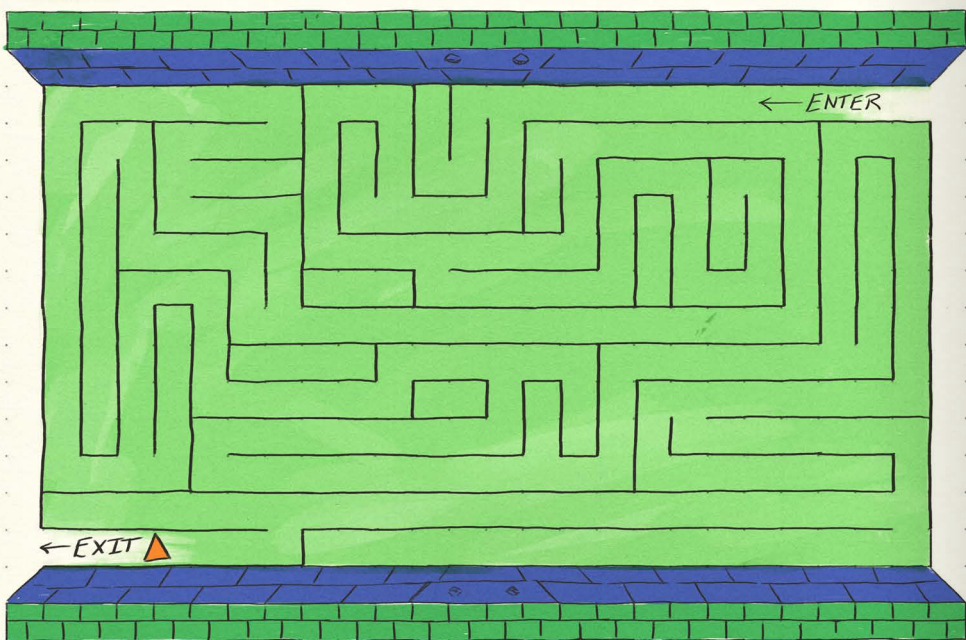
### Down

1. The Prince of Darkness
2. Dodongo dislikes these
3. The Princess of Hyrule
5. These guys love shields
6. A Goriya wants this.
10. The Hero of Hyrule

### Across

4. Grants Link extra defense
7. Digdogger hates this sound
8. Ghoma is weak against these
9. Where the quest takes place
11. The way through the Lost Woods
12. Multi-headed dragon

## FIND THE TRIFORCE



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THANK YOU!!!





